

Celebrating Over 20 Years of After-School Adventure!

COLLEGE STATION

THE KIDS KLUB

**PARKS AND RECREATION
COMMUNITY EDUCATION**

2008 - 2009

Activity Book



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Attention Getters

Counselor says' "Who let the dogs out"
Kids say, "Who, who, who, who, who"

Old MacDonald had a farm
Kids say, "EIEIO"

Who lives in a pineapple under the sea?
Kids say, "Spongebob square pants!"

Everywhere we go(echo)
People wanna know(echo)
Who we are? (echo)
So we tell them(echo)
WE ARE THE KIDS KLUB(echo)
The mighty mighty kids klub(echo)
Yeah e yeah a(echo)

Counselors says, "Kids" –Kids say, "Klub"(2X)
Counselor say, "Junior/Senior" –Kids yell "Klub"
Counselor says, "Junior/Senior Club"- Kids say, "WHAT?"

The stars at night are big and bright..
Clap Clap Clap Clap, "Deep in the heart of Texas"
(McDonald's) Ba dah da dad ah,
Kids say, "I'm loving"

We ready, we ready, we ready
Kids say, "FOR YALL!"

To the windows
Kids say, "To the wall"

Hey yo
Kids say, "Whats UP?"

Hutt O

When I say, "Hutt" you say "O"
Hutt..O...Hutt...O
When I say "up" you say "down"
Up...down....Up ...down
When I say "quiet" you say "now"
Quiet now Quiet now

JR CLUB

First Grade, Kindergarten
Watermelon Sticks
Put a bubble in your mouth to see
Who we pick

- To get students' attention loudly say "alligator, alligator" the kids reply "CHOMP" as they slap their hands like an alligator mouth.
- Simply say to the students in a loud voice "All set?" They answer, "You bet."
- Quietly say, "shark bait..." They Reply: "Brew ha-ha!"
- You say "ATT", they yell, "ENT", both say "TION I got yours- you got mine now let's begin!"
- You say "EARS" they say "Open Sir/Mam"
- You say "1, 2, 3 all eyes on me" they say, "1, 2, eyes on you!"

SongsTarzan!

[repeat after me]

Tarzan!

Swingin' on a rubber band

Smacked into a frying pan

Now Tarzan has a tan!

Jane!

Flying in an air-o-plane

Crashed into a highway lane

Now Jane has a pain!

And Tarzan has a tan!

Cheetah!

Rockin' to the beat-a

Got bit by an amoeba

Now Cheetah is Velveeta!

And Jane has a pain!

And Tarzan has a tan!

Clap Clap Tap Tap

Clap Clap (Clap Hands)

Tap Tap (Tap floor with toes)

Stretch up high, Reach the sky (stretch Arms up)

Clap Clap (Clap Hands)

Tap Tap (Tap floor with toes)

Bend down low, touch your toes. (bend at waist touch your toes)

BURRITO!

[repeat after me]

Hey Burrito!

Hey hey hey burrito

Umm yeah burrito yeah

Guacamole Cinnamon Sticks

Hip Hop

Hip hop Kids Klub ROX

Lemme see your left foot drop

BOOM! Shake it up! Shake it up!

BOOM! Shake it up! Shake it up!

Fire it up!

Fire it up Fire it up!

Like the flaming teriyaki

At the house of Nagasaki!

Do this action rhyme at different speeds. Start out slowly and challenge the children by asking them to do it faster. When they have reached their peak have them sit by saying quietly: Clap Clap Tap Tap Sit on the floor lets do No more!

Boom Chica Boom

[repeat after me]

A boom chicka boom!
I said, a boom chicka boom!
I said a boom chicka rocka chicka rocka chicka boom!
Uh huh!
All right!
One more time...

...Baby style!
...Janitor style!
...sleepy style!
...robot style!
...Taco Bell style!

How Funky is Your CHICkeN

(REPEAT SONG)

How funky is your chicken?

How loose is your goose?

Now come on all you Kids Klubbers

And Shake your caboose! Now Shake your Caboose!

Beaver Song

Beaver one, beaver all
Let's all do the beaver crawl!
Beaver two, beaver three
Let's climb up the beaver tree!
Beaver four, beaver five
Let's all do the beaver jive!
Beaver six, beaver seven
Let's all go to beaver heaven!
Beaver eight, beaver nine -
STOP! It's beaver time.
GO BEAVER GO BEAVER!

Hot DOGS AND COKE

I like to eat hot dogs

I like to drink coke

I like to hang out with my

KIDS KLUB FOLK!

Duke of York

The Grand ole duke of York
He had ten thousand men
He marched up the hill and
Then he marched them down again
And when you're up, you're up
And when you're down,
you're down
And when you're only halfway up
You're neither up nor down

Little Sally Walker

Little Sally walker Walking down the street she didn't know what to do so she stopped in front of me She said "Hey girl do your thing, do your thing" Switch. "Hey girl do your thing, do your thing" Switch. (Echo)

My Bonnie Lies over the ocean

My Bonnie Lies over the ocean, My Bonnie lies over the sea. My bonnie have lies over the ocean. So bring back my Bonnie to me. Bring back, Bring Back Oh bring back my bonnie to me, to me. Bring back, bring back Oh bring back my bonnie to me.

-Have the kids sit then stand on the B sounds.

Moose Song

There was a great big moose
Who liked to drink a lot of juice
There was a great big moose
Who liked to drink a lot of juice

Chorus:
Singing whoa-oh-oh-oh
Way-oh way-oh way-oh way-oh
way-oh, way-oh!
way-oh way-oh way-oh way-oh

The Moose's name was Fred
He liked to drink his juice in bed
The Moose's name was Fred
He liked to drink his juice in bed

He drank his juice with car
But he spilt it in his hair
He drank his juice with car
But he spilt it in his hair

Now there's a sticky moose
Full of Juice...
On the loose

Food SONG

Pizza Hut a Pizza Hut
Kentucky Fried Chicken and a Pizza Hut
Pizza Hut a Pizza Hut
Kentucky Fried Chicken and a Pizza Hut

McDonald McDonalds
Kentucky Fried Chicken and a Pizza Hut

A Burger King a Burger King
Long John Silvers and a Burger King
A Burger King a Burger King
Long John Silvers and a Burger King
Red Lobster Red Lobster
Long John Silvers and a Burger King

Dairy Queen A Dairy Queen
Chuck E. Cheese and a Dairy Queen
Dairy Queen A Dairy Queen
Chuck E. Cheese and a Dairy Queen
A Taco Bell and a Dairy Queen

Bananas Unite Song

Bananas unite!
(Put hands together over head)

Bananas split!
(Hands at side)

Go bananas!
Go go bananas!
Go bananas!
Go go bananas!
(Turn in circle, moving arms up and down
during these four lines)

Bananas to the left
(Point left)

Bananas to the right
(Point right)

Peel your banana and, mmmmmm, take a bite!
(Motion of peeling banana and biting it)

Flee Fly Flo

(make a beat by clapping and then slapping legs)

Flee
Flee Fly
Flee Fly Flo
La vista

Cumala Cumala Cumala Vista
 Oh no no not la vista
 Eenie Meenie Deci-meenie Do-wop Do-wop da meenie
 Eenie Meenie Deci-meenie Do-wop Do-wop
 I said Be billy oten gotten bo-bo she wotten gotten
 Bo-bo she wotten gotten she wotten gotten

SHHHHH!!!

Tooty Ta (Echo Chant)

Chorus:

A tooty ta, a tooty ta, A tooty ta ta.

A tooty ta, a tooty ta, A tooty ta ta.

Thumbs up . . .
 Elbows back . . .
 Feet apart . . .
 Knees together . . .
 Bottoms up . . .
 Tongue out . . .
 Eyes shut . . .
 Turn around . . .

Dr. Knicker Bocker

Dr. Knicker Bocker,

Knicker Bocker, Number 9,

We can get the rhythm most any old time.
 So let's get the rhythm in our hands - clap, clap.
 Oh, we can get the rhythm in our hands - clap, clap.
 (Clap hands.)
 Feet - "Stomp, stomp." (Stomp feet.)
 Heads - "Ding dong."
 (Move head from side to side.)
 Hips - "Hot dog!" (Wiggle hips.)
 Arms - "Whoopee!" (Shake arms in air.)
 Sides - "Siiides." (Run arms up sides.)
 All over! (Repeat all movements.)

Days of the Week

(Tune: "The Addams Family")

Days of the week. (Snap, snap)
 Days of the week. (Snap, snap)
 Days of the week. Days of the week.
 Days of the week. (Snap, snap)

There's Sunday and there's Monday,
 There's Tuesday and there's Wednesday,
 There's Thursday and there's Friday,
 And then there's Saturday.

Macarena Months

(Dance the Macarena as you sing.)

January, February,
 March, April,
 May, June,
 July, August,
 September, October,
 November, December,
 Then you turn around.

Oceans

(Tune: "My Bonnie")

Atlantic's the name of an ocean.
 Pacific and Indian, too.
 The Arctic is often forgotten.
 I can name the oceans, can you?
 Oceans, oceans, oceans of beautiful blue.
 Oceans, oceans, I can name the oceans.
 Can you?

Directions

(Tune: "When Johnny Comes Marching Home")

The sun is rising in the East, uh huh, uh huh.
 The sun is setting in the West, uh huh, uh huh.
 My nose is North, my tail is South,
 And so I turn myself around,
 And the sun keeps rising in the East
 And setting in the West.

Small/Circle Games

Black Magic

The leader needs a helper who understands how the trick works. The helper leaves the circle. While they are gone, the group decides on an object. The helper then comes back to the group, their task is guess what the object is. The leader asks questions like, “It is the swings?” or “Is it the bench?”. The helper replies no. The trick is that the object will be the first one after the black object. .

Peaches

The leader begins by saying, “repeat after me”. Then the leader clears the throat and says: peaches, peaches yummy, yummy, peaches, peaches, in my tummy.” The leader tries to get the campers to repeat. The poem is not correct until the throat is cleared.

You can modify this by instead of clearing your throat you snap your fingers, wink, or toss your hair back, etc.

Modifications: Depending on age group each thing you do before “peaches, peaches, yummy yummy peaches in my tummy” needs to be more modified to match the age group difficulty.

The Bunny Race

Equipment: Two balls of different size

The bunny (small ball) is started first and is passed from the child to child around the circle. When the bunny is about half way around, the farmer (large ball) is started in the same direction. Note: The farmer can change directions to try and catch the bunny, but the bunny can only go one way.

Good Morning Captain

The captain sits slightly apart from the group and is blind-folded. The leader indicates a player who says, “Good Morning Captain!” The captain tries to name the speaker. If he responds “I said good morning captain!” If the captain correctly identifies the speaker he retains his position. If not the player becomes the new captain. Players should try to disguise their voices.

Electricity

The group sits in a circle holding hands while someone sits in the center. The game commences with one person proclaiming that they are going to send a charge to the person beside them and proceeds to squeeze the hand of their neighbor. The person in the middle tries to figure out where the current is. If successful, he exchanges places with the immediate sender of the charge.

Chicken Picks

Equipment: rubber chicken (or any object)

Players sit in a circle and one player goes into the middle. A topic is chosen and the rubber chicken starts at one person and is passed around the circle. The person in the middle must list as many things as they can from the topic, but they only have however long that the chicken makes it around the circle once. When the chicken gets back to the starting point

Modifications: Depending on age group the harder the categories may get for example: JR. Club kids can do colors, while SR. club kids do school subjects, and intermediate school kids can do Presidents. Staff should judge based on overall group age/difficult levels.

Phantom

The leader begins by walking around the circle of campers saying “The phantom walks and walk and walks and walks.....The leader then stops behind a camper and says “Where’s the phantom?” The campers will guess whoever the leader is standing behind. This is the incorrect guess. Tell the campers who the Phantom really is. Repeat the above process. The correct location of the Phantom is behind the camper who speaks first. Keep the trick a secret. If the campers figure out, don’t tell or change the secret.

Poor Kitty

The children are arranged in a circle, sitting down. The one child is the “poor kitty” and he goes up to another child purring and meowing. The person approached must pat the kitty on the head and say, “Poor poor kitty.” If the child laughs, then he must become the kitty and try to make others laugh.

Rutabaga Rutabaga

Each player is given the name of a veggie. The main rule of this game is that you are not allowed to show your teeth at all. Your lips must always be covering them. You then must say the name of your vegetable and the name of another person’s vegetable. That person then must say the same thing. If you make a mistake of show your teeth at all then you are out.

Shadow Tracks

Equipment: A box of chalk and a clock

Players must become private eyes as they follow the mysterious movements of the “Shadow.” The shadow has been accused of slowly traveling up and down the sides of the buildings creeping across playgrounds and yards. Collection substantial evidence

requires an all day stake out and should be planned as a supplement to other investigations. For this project you will need the sun, a shadow to trace-such as that of a tree, flagpole, or building- and a piece of chalk. Start the investigation first thing in the morning

Chief

Players: Small to large groups

Have all players sit in a circle and then chose a person to be “it”. The “it” is to leave so that “it” cannot see or hear. Choose one person to be the chief and he will act out short movements. Examples are clapping hands three times, stomping feet 4 times, etc. All other players must do what the Chief does. Have “it” return to the group to figure out who is the Big Chief, you can give him up to three guesses if there’s a large group

Modifications: This can also be modified by playing dance chief. In this game you have one chief but instead of sitting and doing hand movements they stand and dance to the music played.

Pirate

Equipment: Large bunch of keys and blindfold

Choose one player to be the pirate. That player will be required to sit in the middle of the circle, blindfolded with his/her legs crossed. All the other players will circle the pirate while sitting with their legs crossed. Place several different rings of keys on the floor in front of the pirate. A player is nominated to slowly creep up, attempt to take a ring of keys and then return to their place without the pirate hearing them. The Pirate has three tries to point to where he thinks the thief is. If the thief succeeds, he/she becomes the new Pirate.

Quick Change Artist

Required: Just willing participants

Have everyone sit in a circle and choose one person to be the quick change artist. Have the artist go out of sight and change something on him/her self that is visible(ie-put shorts on backwards, change hair, tie/untie shoes...). When the artist is done, have him/her walk into the middle of the circle and turn around slowly to give everyone a chance to see what has been changed. Then go around the circle having each person guess what has been changed. The first person to guess correctly is the next artist.

All My Neighbors Who?

Supplies: Something to use as a place marker for each individual (a name tag, a napkin, a note card).

Directions: Ask participants to form a standing circle. Give each participant a place holder which they should place at their feet.

The first person it will say 'All my neighbors who are wearing tennis shoes.' If that statement is also true for then you must come off your place and find another spot in the circle. They could say something like 'All my neighbors who love to swim,' and if that's true for you on the outside of the circle, you must move and find a new place. You may not move immediately to your right or left and you may not move off your space and return to it in the same round.

Sleeping Lions

In this game, all of the children (except one or two hunters) lie down on the floor in sleeping positions. Once they are settled, they are not allowed to move. The hunters walk through the room and try to make the sleeping lions move by making them laugh, telling them jokes, and so on. The hunters are not allowed to touch the lions. Once the lions have moved, they get up and join the hunters.

Silent Ball

A circle is formed. One person starts with ball. Once the game starts, the players must remain absolutely silent or else they lose and must sit down. Players continue to toss the ball until there is only one player left; the winner. To lose, or to be out, signified by the act of sitting down, a player must: talk, whisper or otherwise make a sound, miss the ball being thrown at them, or throw the ball uncontrollably so that the other players can't catch the ball.

When the players dwindle down the circle will continue to get smaller and when there are only two players left they can hit the ball back and forth volleyball style and who ever misses first is out.

Hot Potato

Hot potato is a game that involves players quickly gathering in a circle and tossing a small object such as a beanbag or tennis ball to each other while music plays. The player who has the "hot potato" last when the music stops is out. Play continues until only one player is left.

Dance Freeze/Dance Drop

The children spread out around designated dancing area they must dance or do silly moods until the music stops they must either freeze or drop this is up to your discretion. If the child continues to dance when music stops they must go to the energizer wall.

Samurai Warrior

Warriors are in a circle or a line with Samurai in the middle or in front of line. Samurai then salutes in his/her own way. Samurai then passes the sword(their hands together) over the heads of the warriors they must duck if he passes the sword near the ground they must jump. When out they can either sit on an energizer wall or sit in the line they are in.

Things

Decide on four letters of the alphabet, then divide the group into 4 groups and they must write down, all the objects in the room starting with that letter.

Counselor Trivia

Ask the children questions about their counselors and have them guess who you are talking about. The more random and silly the facts are the more the children are interested in guessing which counselor the trivia is about.

Trivia question type games are always interesting to play. Have a group of counselors come up with many different types of questions and make it a competition between different lines/groups to see who can answer more. You can play baseball style where each team member bats “answers a question” if you get three strikes you’re out.

Two Truths and a Lie

One person is it. They come up with three things about themselves one is a lie and the other two are true. The group must then decide which one is the lie.

Hi Ya

A group of people stand in a circle. One person puts their hands together(sword like) and points to one person with their hands and yells HiYa! (or another funny noise to distract the other teammates) , then that person(who is then it) must immediately put their hands up together in a sword like motion above their head while the two people next to that person puts their hands together towards the “it” person’s torso. Then the game continues with the “it” person then screaming out HiYa! and picking another person.

If you miss the command and don’t move your hands, don’t yell hiya!, or pick the person next to you: you’re out. You must then move out of the circle the game continues until only one person is left standing.

Bowl Game

Have a bowl or bucket with random items found around the school have either the kids or counselors pick random items then make up story about what their real use is. For example, if you have an empty bottle tell the kids how the genie lives in the bottle but, he

is invisible and how he is granting you three wishes....so on and so forth. Be creative and have fun with this game the younger kids really love the imaginative stories.

With older kids, have them use random items to make some sort of invention then allow them to explain to the group what it's purpose is. STRIVE FOR CREATIVITY!

Great Swami

This game can be played in a variety of different ways. Three counselors make up the great swami. You can either play behind a curtain where only the counselors heads are showing are sitting in chairs. One counselor stands, one kneels, and one sits- all of your heads are touching. The children starting asking you questions(make sure the kids know that the great swami KNOWS THE ANSWER TO ALMOST ALL OF THEIR QUESTIONS and that it only comes out when all of the children are quiet because it does not like loud noises) then the swami will answer their question one word at a time.

For example, little Tommy ask why the sky is blue?

The counselor standing would say "The"

The counselor kneeling would say "Sky"

The counselor sitting would say "Is"

And so on and so forth be creative and have fun with this game.

Elephant Ball

The children stand in a circle with their hands folded together and feet spread apart touching their neighbors feet. The ball begins by someone bending down and hitting it with their hands together bent over (like an elephant trunk) they must then try and knock it between another person's legs. If the ball successfully goes through the legs then that person is out. You must only bend over and use your trunk (hands together) to defend yourself from the ball. If the ball goes in between your legs, you use your hands when there not together, or move your feet to block the ball: you're out.

Doggie Doggie Where's your bone?

A child played the part of the dog. He or she sat in a chair with their back to the group. or An object was put under the chair. That was the bone. While the dog was turned around with his or her eyes closed someone would sneak up and steal the bone and hide it somewhere on his person. Then everyone would sing: Doggy, Doggy, where's your bone? Somebody's stole it from your home. Guess who it might be you. Then the dog has three chances to guess who took it. Sometimes it was left under his or her chair. If the dog guessed right then he got to do it again. If he guessed wrong than the person who had the bone got a turn as the dog.

Heads up 7 up

Seven students were in front of the class. The class laid their heads on their desk. The seven went out and each touched a person. That person would stick his or her thumb up. Then the seven would say "heads up seven up" and each student got one chance to guess which of the seven touched him. If they guessed right then they changed places. If they did not the same person got to stay up.

Lions Cub

Select a person to be the Lion. Have the lion sit with their back to the other players at least ten feet away. Put a stuffed animal behind the lion and have the lion pretend it is his cub. Have the other players take turns sneaking up behind the Lion and trying to steal the cub. If the lion hears the person sneaking up it can roar and then turn around. If the lion has caught a player the player takes the lions place and the lion goes back to the other players. If there is no player when the lion roars the player lion remains the lion and the game starts again.

What time is it Mr. Wolf?

One player is the wolf and he/she will stand with his/her back turned to the others about 5 meters from the others. The others call out, "Whats the time Mr. Wolf" and the wolf turns to face the others and shouts out a time. Eg: 10 o'clock. The others would then take 10 steps toward the wolf. The group will take the same amount of steps toward the wolf as the amount of hours in the wolfs time. eg, 2 o'clock = 2 steps, 6 o'clock = 6 steps etc. etc. The wolf will then turn his back to the group again for them to yell "whats the time..." (He looks at the group only when he shouts the time at the group". When the group gets close to the wolf the next time the group yells "whats the time Mr. Wolf" the wolf will say "DINNER TIME" and run after the group who are running back to the start line, and hopefully catch one of the group who will then be the wolf.

Hot Potato

Everybody stands in a circle. Pass a beanbag around circle to music. When music stops person holding beanbag is out.

Statue

Have the kids freeze in their best statue pose and then have one child/counselor be "it" to go around and make the kids laugh or move out of their statue pose. If you move you're out.

Senior/Intermediate Small GamesCircle Delight(SR/Intermediate)

Equipment: Two balls

Two teams with an equal number of players stand in two circle formations. Each team has a ball. At the signal the balls are thrown in the same direction from person to person belonging to the same team no player is to get the ball more than once. The balls start moving from opposing players standing opposite each other in the circle. The purpose is to see if one team can move its ball from player to player at such a speed that they finish going around the circle before the opposing team. If this happens one point is scored and the game begins again. The first team to finish throwing the ball in order three times wins the game. If a player throws the ball to the wrong player the team must begin again with first player in order.

Mystery Wink (SR./Intermediate)

Mystery winker winks at his victim. The victim waits 5 seconds then falls. The victim chooses his own way of falling. If a player thinks he can identify the mystery winker, he points and says, "I accuse you." If he is wrong, both players are fall down.

A What?(Sr/Intermediate)

Equipment: 2 objects

The leader of the game starts by passing the first object to the person on their right and saying, "This is a Whit" The reply is "A What?" The leader would then clarify, "A Whit?" The question sequence continues around the circle but the question "A What?" is passed all the way back to the beginning to the back again.

This game can be modified by adding an additional object called a Watt in the opposite direction.

Silly Sally(Sr/Intermediate)

Have the campers in a circle. The leader explains that Silly Sally has a really cool club. The only way that the campers can join is they can figure out what Sally likes and doesn't like. Sally only likes things that have double letters in them. Sally likes soccer and but, she doesn't like golf. She likes bananas but she doesn't like beans, etc.

Ali Baba and the Forty Thieves(Sr./Intermediate)

Group sits in a circle and chants Ali Baba and the 40 thieves, while doing an action. The group leader on the next beat changes the action and then on the next beat the person beside him/her does that action. The action follows its way around the circle and the whole time the group is repeating the phrase. The group leader must change the action after every beat, so that every person in the circle eventually ends up doing a different action. (this may be compared to singing a song in rounds).

Buzz (Sr/Intermediate)

The players start counting substituting buzz for the number seven and multiples of seven. If a player makes a mistake he must drop out or the whole group must start again.

Sandman

Sit all of the children in a circle, with legs crossed. Have all children put their heads down. one person (we always had at least one adult present) would walk around the circle and tap one child on the head. This person was the sandman. The child “puts all the kids to sleep” by winking at them. If you are winked at, silently count to 10, then put your feet in the middle of the circle. If the Sandman puts everyone to sleep, then they win. They can be "witnessed" as well. If you think you know who the sandman is, before you get winked at, you can say you have a suspect. Such as "I suspect that Sally is the sandman" If someone seconds it (agrees with you) then sally must say yes or no. If sally is not the sandman, then the accusers are dead to.

General Club Ideas Adaptable to Junior/Senior/Intermediate Grades

Airplane/ Automobile/ Bicycle/ Boat/ Train Design or Making (JR/SR/Intermediate)

The children can learn specific parts of the main vehicle, what makes the vehicle move, design a model of the vehicle, and possibly, make their own vehicle by themselves or with a group. If possible, the cars can be put to test with races and challenges, such as a fastest boat to a certain point. Possible field trips include the airport, police/fire departments, bicycle shops,

Animal Planet/ Jungle/ Biology (JR/SR/Intermediate)

Counselors can teach children different lifestyles of different animals. A club example is Bug Club. In this club, children can go outside, and search for and capture different bugs using glass jars and/or nets. After that children can learn to preserve them or freeze them to the point where they can pin them to a box, research some information about the bugs, and display it like the bugs that are seen in museums. Possible field trips include visits to or from local animal shelters, specific departments at Texas A&M such as poultry science or entomology, veterinarians,

Astronaut/ Space (Jr/Sr/Intermediate)

Teach the children some interesting aspects about space, astrology, and astronauts, including black holes, comets, asteroids, and other space-related topics. Possible field trips include space-related clubs/departments at Texas A&M and high schools.

Army/ SWAT/ other military ideas (JR/SR/Intermediate)

It will be cool to conduct certain parts of the clubs as if the students are military cadets and you, the counselor, are the general/commander. Teach the children specific commands, codes, techniques, and activities that the military experience. Other ideas include allowing the children to go on secret missions, and creating their own dress attire.

Art/ Drawing/ Painting/ Origami (JR/SR/Intermediate)

It can benefit if you can focus on one specific art-related topic/project. Teach them the history of it, different techniques, advances/adjustments made over the years, and engage them in a discussion that they are participating in. During the art projects, focus in on specific things, and add in some random projects in keep them engaged. Possible field trips include the art museum, and local artists.

Book/ Library/ Poetry
(JR/SR/Intermediate)

Children can learn the steps it takes to make a book, and make their own book. In addition, the group can create a collection of stories/poems that can be put together. Other ideas are allowing the children to learn about how libraries are setup. Possible field trips include the different local libraries, book-related presentations at Texas A&M and other libraries, storytellers, and poets.

Business World/ Careers
(JR/SR/Intermediate)

It will be ideal to focus on one particular area. For example, if the topic is police officer, teach them proper techniques that they use, what they do on a daily basis and other related things. If possible, do your best to give the children a real life situation based on the main topic. Possible field trips include local offices of your topic.

Camping/ Nature/ Outdoors/ Sea Travel/ Travel Channel
(JR/SR/Intermediate)

Teach the children basic and advanced skills and/or ideas concerning the main topic. For example, with outdoors, teach them how to pitch tents, understand the cardinal directions with and without compasses, how to walk without making a lot of noise, and other techniques that are taught to Cub Scouts, if possible. Possible field trips include Texas A&M departments, local outdoor-related stores, like Academy and Gander Mountain, and parks.

Cartoons
(JR/SR/Intermediate)

Talk about what makes cartoons so appealing to children. Later on, allow time for the children to create a completely new cartoon, using only their imagination. If possible, allow the group to put their own ideas into making a group cartoon with a plot, setting, and characters, design some props for the cartoon, learn the lines, and play the cartoon.

Circus/ Magic
(JR/SR/Intermediate)

Teach the children the way a circus or magic tricks are created, operated, and performed, along with the lifestyle. Interesting thoughts includes teaching them how to juggle, and creating a circus with the group, getting them to act out certain actions that occur at circuses, easy magic tricks, and other possible magic ideas.

Comedy/ Drama/ Skit/ Theatre
(JR/SR/Intermediate)

Find out what is funny to children and why. Teach them how they can use those to tell jokes and make funny lines with various resources, especially personal events. To really get the children into it, help them create their own jokes, skits, and related ideas to where they can do a comedy show, skit, or play.

Cooking/ Food Network (JR/SR/Intermediate)

Do not just have the children make different types of food, or you, the counselor, make most of the food for the children and let them eat. Teach them different techniques that are used when cooking various foods, the measurements and how they are used, and the different cooking ingredients, utensils, and cookware. Allow the children to perform most of the preparation, mixing, measuring, and putting together. There will be moments where the counselors will have to perform certain tasks, like placing and taking out items from the stove, but let them do it. Another option will be to experiment with different things, depending on what you are focusing on. If you want to, you can focus on a specific theme, such as dessert or breakfast, outdoor or microwave, and bake or no-bake. Possible field trips include various restaurants in the BCS area, Texas A&M University Food Services, and, nutritionists.

Creative Games/ Crazy Creations/ any other creative ideas (JR/SR/Intermediate)

The main focus of this type of club is to allow the children to use their IMAGINATION. Concerning the games, allow the children to create new games with new rules and setup. It may work best to let them create the games during the few day or two days to get all of the rules and ideas down on paper. Let them play the game later on. If time permits after the game, allow the children some time to think over the game to see how successful and fun it was, and change some of the rules, if necessary. It will not hurt to ask them if they want to play those games more often with the other Kids Klub children. A similar method can be used with creating certain things by giving them random ideas, coming up with a theme, such as a robot, and creating it.

Dance/ Cheerleading/ Different types of Dance (JR/SR/Intermediate)

Teach the children dance routines or cheerleading techniques. If applicable, if you are teaching a specific dance such as country western or ballroom, teach them extra information that goes along with the dance. Possible field trips include local dancing-related places.

Different Countries/ States/ Colors/ Generations/ Decades/ Centuries (JR/SR/Intermediate)

You can either focus on one specific area or a combination of different areas, such as a decade for each day. Teach them a little lesson along with the topic. For example, with

colors, each day can focus on a different color. Talk about various items/things that are or can be that color. For a project, you can create an item that is usually that color, ranging from food items to other color-related items.

Fitness/ Healthy Lifestyle
(JR/SR/Intermediate)

Teach the children some healthy eating and daily habits, various exercise techniques, and other related things. You can conduct a fitness test, where the children must complete certain exercises to reach a goal or other ideas that will keep the children interested.

Foreign/ Sign Language
(JR/SR/Intermediate)

If you know another language, besides English, then feel free to teach it. For example, with sign language, you can teach the alphabet, and other specific words. Test them out by having a mini spelling bee that they know how to spell, but they have to use sign language correctly.

Historical Event/ Certain Time Period/ Specific War/ Futuristic
(JR/SR/Intermediate)

Focus in on a specific moment and get them children heavily involved with actual recreations of events, creating items that were used during that time, and possible creations. For example, if doing a war, recreate a moment where the sides were struggling, and think of how the sides come overcome the moments to win the battle

Gardening/ Farming/ Ranching
(JR/SR/Intermediate)

Teach the different types of gardening, ranching, or farming, depending on the topic. Allow children to create replicas, and actual items. Another thought is to give the children a chance to plant certain foods/plants to take home. Possible field trips include Texas A&M departments, garden centers, farm and ranching stores, and, possibly, nearby farms and ranches.

Hospital/ Medical/ Sports Medicine
(JR/SR/Intermediate)

Show and demonstrate what goes on in a medical center. Teach them basic first aid techniques for various moments, such as twisted ankles, and in the profession of sports medicine. Possible field trips include local medical centers, and Texas A&M Sports Medicine.

Math/ Meteorology/ Science
(JR/SR/Intermediate)

Focus in on a specific area, if possible, so that you can actually teach the children something that they will retain. For example, if doing an experiment club, it may be more beneficial to focus the experiments on one specific area such as wind. There are many different ways that wind impacts various things. A final project will be to make a kite that does not look like a typical kite, but does the same action.

Movie Industry/ Certain Movie
(JR/SR/Intermediate)

Teach the children how movies are created, and what process it takes throughout the whole movie-making thing. Another option can be where the main focus is centered on a single movie or a collection of related movies, and reenact and/or recreate new and old scenes, make certain objects that were used in the movies and teach them why certain things are used for certain things.

Music/ Instrument Making
(JR/SR/Intermediate)

Expose the children to either a variety of music and/or one specific type. Teach them basic steps, such as reading musical notes, and different instruments for the type of music, if necessary. What can also happen is the children can create a band, create their own instruments/songs, and have a mini performance. Possible field trips include local music shops, and local bands/orchestras.

Mystery/ CSI/ Spy/ Detective
(JR/SR/Intermediate)

Teach them how this practice is used in everyday life and as a profession. For example, what are the various items that are typically used in detective work, and where can this area of expertise be used. Another thing that can happen is a real-life version of the boardgame Clue, where you, the counselor comes up with ideas.

Photography
(JR/SR/Intermediate)

Teach the children techniques, styles, and ways of photography. You can get various types of cameras and allow them to create random projects, such as yearbooks, scrapbooks, and/or memorable moments for the older children, and playful picture-taking. Other ideas include how to use the darkrooms for all of Kids Klub. Possible field trips include local art museums, and photography-related stores.

Recycling/ Secondhand Making
(JR/SR/Intermediate)

Teach the children the importance of recycling, what can be recycled, and how used products can be used again for many other projects/things. They can also make random objects from clothes or recyclable objects that are usually thrown away after one use. Possible field trips include local recycling centers, and Goodwill.

Sports/ Olympics/ Outdoors Games
(JR/SR/Intermediate)

Ideally, this type of club does not involve practicing, and/or scrimmaging. It will be best to focus on one specific sport, during one club session. Besides playing games all the time, teach them the history, fundamentals, dimensions, and other important things about the sport/game. This can take awhile, depending on the age and skill levels of the children. For example, for the game of basketball, you can teach them the different ways to pass, dribble, and shoot the ball, to defend, different offensive and defensive sets, other techniques such as screens and pick and roll, and other aspects. Each one of these things can take at least one day. Possible field trips include Texas A&M Athletics.

Under the Sea/ water or sea related themes
(JR/SR/Intermediate)

Teach them specific details, depending on what your focus is. Possible ideas include studying certain aspects and a mini research project, and creating replicas of the ocean floor with cardboard boxes and random art equipment. Possible field trips include Texas A&M departments, places with sea creatures, and local parks with ponds/lakes.

History Club (Jr. Sr., Intermediate)

With history club, the ideas are unlimited. You can pick any era or historical event/person and learn a couple of interesting facts about it. Crafts, timelines, and skits would be a good way to demonstrate this knowledge. Field Trips: George Bush Library

Book Club (Jr., Sr., Intermediate)

Book club can be almost anything about books. The kids can design book covers, short stories, illustrations, themes, poetry, and comics. This will help the kids explore their creativity as they can learn all about what goes into making a book.

Holiday Club (Jr., Sr., Intermediate)

With holiday club, chose holidays that are school appropriate. Teach the kids about the background of certain holidays and why they are celebrated. Have each week be a theme holiday and celebrate it by dressing up, and planning fun crafts and food to make. This will help educate the kids in new and interesting holidays that they might have not heard of before.

Chef Club (Jr., Sr., Intermediate)

Chef club will be great with kids of all ages. In become a chef start with crafts like chef hats, and aprons. Teach the kids how to safely use everyday materials found in a kitchen when they start to prepare the food. Have the kids learn and perform new recipes. A

cook book with their instructions for their recipes would be a great way for them to continue this at home.

Firefighter Club (Jr., Sr., Intermediate)

Firefighter club would be a great way to teach the kids all about what a fire fighter does for a living. Through crafts and demonstrations, kids can learn all about firefighters' equipment, hazmat training, drills, and more. Kids can also learn about safety when in a situation with fire and what to do. A guest speaker from a local fire department would be a great way to educate the kids about firefighters.

Field Trip: Local Fire Department

Carnival Club (Jr., Sr., Intermediate)

In carnival club, teach the kids how to build and host their own mini-carnival. Teach the kids how to perform and make simple and easy carnival games: balloon dart, baseball strike zone, black hole bean bag toss, bowling down pins, bucket bonanza, cake walk, finger nail painting, floating ducks/boats, hole-in-one golf, hula toss, ping pong target game, and tic tac toss.

Wizard Club (Jr., Sr., Intermediate)

Learn all about what it takes to be a wizard. Crafts would be a great way to demonstrate this as kids can make favor jelly bean cauldron, pencil brooms, model castles, wizard wand, Harry Potter crafts, long white beards, baggy robes, astrological symbols, wooden staff, hats, and crystal balls.

Decades Club (Jr., Sr., Intermediate)

Decade club would be a great way to teach the kids about history. As a group, chose a decade each week and live it. Teach the kids about the fashion, clothing, music, hairstyles, art, and trends. Crafts and skits would be great ways to demonstrate the knowledge that they have learn.

Knights Club (Jr., Sr., Intermediate)

Learn and become a medieval knight. Teach the kids about the history of knights and what it took in order to gain knighthood. Crafts would be a good way to demonstrate their knowledge as they can make paper crowns, foil armor, foil swords and shields, model castles, and longbow (crossbow). Educate on how knights received their names and give the kids their own knight name.

Ninja Club (Jr., Sr., Intermediate)

Learn what it takes to be a ninja. Teach the kids about the history of ninjas as well as their tactics, equipment, clothing, technique, and culture. Crafts such as ninja face mask, waist sash, sai, bo, and nunchuka.

New York City Club

Teach the kids about the history and culture of New York City. Crafts can range from I love ny shirts, empire state buildings with tootpicks, statue of liberty foil hats and torch, to creating your own NY style Pizza. Gym games can include red light, green light, and taxi.-Submitted by Lauren Henry of College Hills Kids Klub.

General Club Ideas Specific to both Senior and Intermediate Grades

Chess Club

(Sr. Intermediate)

Not only fun, but educational, chess club can teach the kids the fundamentals of the game. Explain the rules, pieces, moves, chessboard, and setup. Once they understand the basic, teach tactics, special moves, and strategy that will help them along as they begin to play. Tournaments would be a good way to demonstrate their knowledge that they have learned.

Archeology/ Architecture/ Future Engineers/ Home Builder/ Map Making

(SR, Intermediate)

Teach the children specific details and terminology and create mini projects that are related to the topic. For example, if doing architecture, give the children a chance to make a replica of an engineering/architecture project using whatever available resources you can get. Possible field trips include a local home builder's office, lumber company, Texas A&M departments, and an actual home that is being built.

Boardgames

(SR, Intermediate)

Teach them the thought-process of creating an entertaining boardgame. Allow the children to create their own boardgames from scratch with their own rules and setups, and/or teach skills for specific boardgames that you enjoy playing. Depending on the number of children in the club, you can have life-sized boardgames, such as Battleship.

City or Park Planning

(SR, Intermediate)

Teach some of the ideas/concerns that go into creating cities and parks. You can allow children to plan and create replicas of the city/park. If you have other ideas that can be planned and created with the same thought process, then you do it. Possible field trips include Planning and Development groups with the city and parks.

Clothing/ Floral/ Interior/ Home Design

(SR, Intermediate)

Teach the children the history, process, and different types that go into the respective designing club. Allow them to make their own creations with specific items to enhance their creativity. Possible field trips include garden centers, clothing departments at mall, home builders' offices, companies that specialize in the topic of choice.

Debate/ Government

(SR, Intermediate)

Teach them the different types of governments and related topics. If possible, with the debates, find out what topics the children disagree with, teach them different techniques that go into debating/government policies/other related areas, sportsmanship/respect for other opinions, and ways to enhance their positions. A final event can include an actual event, such as a debate or a fake trial with a judge, jury, plaintiff, defendant, and other things. Possible field trips include the George bush Library, political science department at Texas A&M, and debate clubs from the local high schools

Mechanic/ Woodworking/ Handy Housework
(SR, Intermediate)

Teach the children certain tools, ways to build/fix, and other related ideas concerning the topic. Lead the children in creating something, or allow them to fix something that needs work. You can also bring in examples of different things such as sinks faucets and vehicles for an up-close experience. Possible field trips include companies that focus on what the topic is, and places like Lowe's and Home Depot.

News Station/ Newspaper Reporter/ Magazine Writer
(SR, Intermediate)

Allow children to become reporters, research topics that interest them, and create their own newspapers, magazines, newscast with the help of the Internet, books, and ideas from others. For example, if there are a lot of people who like sports, then they can take the necessary presteps for writing their parts, make a mini ESPN Sportscenter segment, where they act like the sportscasters, create a setup like a newsroom, and do their parts. Possible field trips include local newspaper companies and news centers.

Sewing/ Quilting/ Basket Weaving/ Other related ideas
(SR, Intermediate)

Allow the children the opportunity to learn how to do the art. You can let the children make their own projects related to the main topic of focus. Possibly challenge them, depending on how much interest and time you have, to create something entirely new with the art. Possible field trips include cloth stores and art museums.

Crafts

Accordion Elephant/Giraffe Craft

Prep Time: 10

Objective: Children are to make Accordion moveable animals to have.

Materials Needed:

- Construction Paper
- Scissors
- Stapler or staples
- Markers

Description:

1. Draw a picture of an elephant or giraffe.
2. Cut it out
3. Make the neck or the nose out of a separate sheet of paper and fold it up like an accordion.

Modifications:

- For Jr. Klub: Have stencils or patterns of the animals for them to use as a guide

Meredith Fiechtner- Forest Ridge

Carnival Masks Craft

Prep Time: 15

Objective: To make Carnival masks for children to wear.

Materials Needed:

- White or Black plastic masquerade masks
- Feathers
- Sequence
- Tempera Paint
- Glue

Description:

1. Use white or black plastic masquerade masks.
2. Use feathers, sequence and tempera paint to decorate.

*Cover the tables with trash bags.

Coffee Filter Butterfly Craft

Prep Time: 10

Objective: To make butterflies using the supplies listed for children to have.

Materials Needed:

- Black pipe cleaners
- Paper coffee filters
- Water color paints
- Paint Brush
- Water

Description:

1. Flatten the coffee filter and place it on a plate or newspaper, the paint wand water will soak through.
2. Let dry.
3. Cut the pipe cleaner in half
4. Fold that in half
5. Fold the coffee filter accordion style
6. Twist the pipe cleaner around the coffee filter into antennae
7. Fan out the sides into wings.

*Tie a piece of fishing string around the middle of the butterfly and hang from the ceiling. It will look like they are flying!

Kaboose.com

Easy Tie-dye
Craft

Prep Time: 30

Objective: Make tie-dye using supplies listed for children to take home

Materials Needed:

- Various colors of fabric dye
- Rubber bands
- Rubber gloves
- Water
- T-shirts, cotton shorts, or socks

Description:

1. Rubber band whatever garment the child has chosen
2. Prepare the dye according to package direction (be sure to wear rubber gloves)
3. Once your garment is ready place in the die for the time recommended on the package
4. Follow the rest of the directions on the package

*Try to do this craft outside if possible. Clean up time will be a lot shorter if done this way.

*Hang up shirts to dry since you will not have access to a clothes drier. Do not send home the garment with the child until it is all the way dry. Parents do not appreciate wet die in their cars!

Modifications:

Jr. Klub: They will need help rubber banding their garment. Be patient.

www.kinderart.com

Belt Buckles

Craft

Prep Time: 10

Objective: Make Belt Buckles using following Supplies listed.

Materials Needed:

- Sequences
- Jewels
- Lids from mason jars
- Glue

Directions:

4. Use the lids from mason jars.
5. You can hot glue or cold glue sequence or jewels as desired.

Kelly Bell and Matt Guderian- Rock Prairie

Turtle Bowls

Craft

Prep Time: 1-2 min.

Objective: Decorate paper bowls into sea turtles.

Materials Needed:

- Paper bowls (1 per child)
- Green construction paper
- Crayons
- Scissors
- Glue

Supply Modifications:

- Intermediate or Sr. Klub may want to use paint to decorate the outside of their bowls instead of markers
- If paint is used remember to cover the tables with plastic and use smocks

Description:

1. Color the bottom of the bowl and decorate it with different designs to make it look like a turtle shell.
2. Cut out feet, hands, tail and a head from the green construction paper.
3. Glue on the hands, feet, tail, and head on.

Grade Level Modifications:

- For Jr. Klub: This craft was designed for Jr. club and worked very well as is. Just make sure to monitor their scissor use
- For Sr. Klub: Allow the students to cut out different paper and glue it on the bowl to make the shell more unique.
- For Intermediate: Students can paint their turtle shell

*** Craft can be used in a safari/ animal themed week

Liz Carlile- SWV

Swirly Snakes
Craft

Prep Time: 1-2 min.

Objective: Transform paper plates into snakes.

Materials Needed:

- Paper plate (1 per child)
- Markers
- Googly eyes
- Red construction paper
- Scissors
- Glue

Supply Modifications:

NONE

Description:

1. Each child will start by decorating one side of their paper plate.
2. After they are done decorating their plate each child should start cutting put their snake. Start by cutting around the outside of the plate and continue cutting in a circular, inward motion (like a spiral) until they reach the center.
3. Attach the googly eyes and a strip of red construction paper for the tongue.
4. Pull apart the plate and a swirly, long snake will appear.

Grade Level Modifications:

- For Jr. Klub: Counselors should cut out the snake for the kids when they are done decorating their plate.
- For Sr. Klub: Allow kids to cut out their own snakes, but monitor closely.

- For Intermediate: Children should be able to complete the whole project on their own.

*** Craft can be used in a safari/ animal themed week
Liz Carlile- SWV

Wind Socks
Craft

Prep Time: 10-15 min.

Objective: Turn used water bottles into wind socks that can be hung outside.

Materials Needed:

- Empty Water Bottles (We used small recycled Ozarka bottles)
- Crepe Paper (Cut into 2 ft. Strips)
- Hole Puncher
- Puffy paint (If don't have puffy paint then can use regular acrylic)
- String
- Scissors

Supply Modifications:

- If Puffy paint isn't available then paint pens or acrylic paint can be used

Description:

1. Prior to the start of Arts and Crafts each water bottle needs to have the bottom cut out
2. Several holes (5-6) need to be punched around the bottom of the bottle.
3. Strips of crepe paper should be cut about 2 ft. long. Each child will need about 10-20 strips of different colored paper.
4. Each child should be given a cut water bottle and 10-20 strips of crepe paper.
5. Layer several pieces of crepe paper (2 or 3) on one another and twist the pieces together. Make sure the twist is small enough to fit in the punched holes.
6. There should be a group of crepe paper for each punched hole.
7. Insert the paper through the hole and pull tight enough so the paper won't slip out. If pulled tight enough no glue is needed.
8. Give each child puffy paint to use to decorate their water bottle. Acrylic paint, sharpies, or paint pens can be used in place of puffy paint.
9. After they are done decorating their wind socks tie a piece of string to the wind sock.

Grade Level Modifictaions:

- For Jr. Klub: Bottles need to be cut and hole punched before giving it to the kids. Also the use of paint pens and sharpies should be closely monitored.
- For Sr. Klub: Bottles should be cut, but kids should be able to punch their own holes.
- For Intermediate: Kids may be able to cut their own bottles, but should be watched very closely.

Helpful Hints:

Since paint is being used the tables should be covered with plastic and smocks need to be worn.

Liz Carlile- SWV

Harry Potter Glasses
Craft

Prep Time: 5 min.

Objective: Create glasses that resemble the ones in Harry Potter

Materials Needed:

- Glasses Pattern (Can be drawn up before Arts and Craft and copied onto cardstock)
- Black craft foam
- Clear cellophane
- Scissors
- Tape
- Glue stick

Supply Modifications:

- Can allow students to decorate glasses with paint when complete

Description:

1. Each child should begin cutting the black foam according to the glasses pattern
2. Cut two pieces of clear cellophane into circles that will fit into the glasses, and then glue them to the foam.
3. Fold sides of glasses back so they will fit over ears.

Grade Level Modifications:

- For Jr. Klub: Monitor their scissor use closely
- For Sr. Klub: Allow kids to cut everything themselves, but monitor them
- For Intermediate: Kids can do everything themselves, and even decorate glasses after they are done.

*** Craft was used as part of a Harry Potter Themed Week

Katie Deal

Wizard Hat
Craft

Prep Time: 1-2 min.

Objective: Make hats that the wizards in Harry Potter wear

Materials Needed:

- Pointy Kid's Birthday Hats
- Glue

- Blue and yellow construction paper
- Markers
- Scissors

Supply Modifications:

- Make moon and star stencils for Jr. Klub

Description:

1. Glue piece of blue construction paper around each hat.
2. Cut stars and moons out of yellow construction paper and glue them on hats.
3. Kid's can use markers to decorate their hats more.

Grade Level Modifications:

- For Jr. Klub: Pass out stencils of stars and moons so they can trace them onto their construction paper
- For Sr. Klub: Let them do everything themselves
- For Intermediate: Let them do everything themselves

*** Craft was used as part of a Harry Potter Themed Week
Katie Deal

Foam Owl
Craft

Prep Time: 1- 2 min.

Objective: Create an owl out of craft foam that resembles the one in Harry Potter

Materials Needed:

- Brown and yellow Craft Foam
- Googly eyes
- Brown pipe cleaners
- Hot glue gun
- Scissors

Supply Modifications:

- If no craft foam is available, blue and yellow construction paper can be used.
- Paper for a note to place in the owl's talons

Description:

1. Cut the brown foam into a large circle for the body and cut a smaller brown circle into half for the two wings
2. Cut the yellow foam into a circle for the beak and then hot glue (Counselor will have hot glue gun) the pieces together
3. Glue on the googly eyes to the head.
4. Cut out small pieces of pipe cleaner to use as the talons
5. Optional Addition: Let each student write a note on a piece of paper and place it in the owl's talons

Grade Level Modifications:

- For Jr. Klub: Create circle stencils for them to follow when cutting out their circles
- For Sr. Klub: Let them do everything themselves
- For Intermediate: Let them do everything themselves

*** Craft was used as part of a Harry Potter Themed Week
Katie Deal

Western Magnets Craft

Prep Time: 1-2 min.

Objective: Use craft foam to create western magnets

Materials Needed:

- Colored foam
- Glue stick
- Markers
- Magnets
- Scissors

Supply Modifications:

- Can use paint to decorate foam magnets instead of markers

Description:

1. Allow each child to cut out different “Western shapes” from the foam. Shapes used could be cactus, boots, hats, horse, etc.
2. Kids can decorate the foam with markers.
3. Pass out magnets and let them glue the magnets onto back of foam pieces.

Grade Level Modifications:

- For Jr. Klub: Stencils can be made and given to the kids to trace
- For Sr. Klub: Let them complete craft as described above
- For Intermediate: Kids can use paint to decorate their foam to make their magnet look nicer

*** Craft was used as part of a Western Themed Week
Katie Deal

Paper Bag Cowboy Vest Craft

Prep Time: 1-2 min.

Objective: Turn an ordinary paper bag into a Cowboy vest

Materials Needed:

- Large Paper Grocery Bag

- Paint/ Crayons/ Markers
- Scissors

Supply Modifications:

- To make the craft more difficult paint can be used to decorate the vest

Description:

1. Help students cut holes for arm, neck, and a slit down the center for an opening.
2. Decorate vest with markers, crayons, and paint.

Grade Level Modifications:

- For Jr. Klub: Vests should be cut and crayons should be used to decorate vest
- For Sr. Klub: Let students cut vests out themselves and use crayons/ markers to decorate
- For Intermediate: Let students cut vests out themselves and decorate with paint

*** Craft was used as part of a Western Themed Week

Helpful Hints: Since paint is being used the tables should be covered with plastic and smocks need to be worn.

Stick Horse
Craft

Prep. Time: 3-4 min.

Objective: Use recycled paper towel rolls to create stick horses.

Materials Needed:

- Wrapping paper tube or Paper towel rolls
- Brown cardboard
- Markers/ Paint
- Yarn (Yellow and brown)
- Glue
- Scissors

Supply Modifications:

- May need to make a stencil or cut horses head in advance for Jr. Klub

Description:

1. Collect wrapping paper rolls/ Paper towel rolls from parents
2. Cut out a horses head from cardboard and attach to the tubes by leaving a neck on the horse and putting that inside the tube
3. Let students decorate the horse and tube as they like
4. Cut out many strips of yellow yarn and glue them onto head for the mane
5. Cut of some brown yarn and use that as a strap for the horse

Grade Level Modifications:

- For Jr. Klub: Have horses cut out in advance for the kids
- For Sr. Klub: Allow them to cut their own horses out using a stencil that has been made
- For Intermediate: Make a stencil for them to use and allow them to decorate horses with paint

*** Craft was used as part of a Western Themed Week
Katie Deal

Newspaper Hats Craft

Prep Time: 1- 20 min

Objective: Use recycled newspaper to create hats

Materials Needed:

- Recycled newspaper
- Paint/ Markers

Supply Modifications:

- Paint can be used to decorate hat

Description:

1. Fold newspaper into hats for each child (Steps found on next page, but if can't follow may have to look up online)
2. Allow kids to decorate hat with markers/ paint

Grade Level Modifications:

- For Jr. Klub: Have hats prefolded and let them decorate with markers
- For Sr. Klub: Have kids follow one counselor why they describe how to fold hats and let kids decorate with markers
- For Intermediate: Have kids follow the counselor that is giving instructions and let kids decorate with paint

*** Craft was used as part of a Western Themed Week

Helpful Hints: Since paint is being used the tables should be covered with plastic and smocks need to be worn.

Directions:

Step1: Take one large newspaper sheet that consists of two pages on each side.

Step2: Fold in half lengthwise (the way it comes in the newspaper).

Step3: Fold in half again (bringing the top of the paper to the bottom).

Step4: Fold corners (on folded side) to middle. This will make a pointed top to paper.

Step5: Fold one piece of bottom of paper up to the bottom of the pointed fold.

Step6: Fold bottom again until it overlaps a little of the pointed part.

Step7: Turn hat over.

Step8: Fold sides in about 1 1/2 to 2 inches (it will look like a house). For an adult-sized head, fold in only an inch or so - these folds determine the hat size.

Step9: Fold bottom up twice.

Step10: Pull opening in hat apart to make a hat shape.

*** www.ehow.com

Western Frames
Craft

Prep Time: 5-10 min.

Objective: Create a western style picture frame.

Materials Needed:

- Cardstock
- Rope
- Markers
- Scissors
- Glue

Supply Modifications:

- Paint/ Paint Pens can be used to decorate picture frame
- Western stickers or cutouts can be used to decorate picture frame

Description:

1. Give each child a sheet of cardstock that they can fold and cut a square out of the cardstock for a place for a picture.
2. Decorate frame with markers.
3. Glue rope on around frame to make it look “Western”

Grade Level Modifications:

- For Jr. Klub: Have frames cut for the kids before they start decorating
- For Sr. Klub: Allow kids to cut and decorate frames themselves
- For Intermediate: Allow kids to cut and decorate frames themselves

*** Craft was used as part of a Western Themed Week
Liz Carlile- SWV

Indian Hats
Crafts

Prep Time: 2-5 min.

Objective: Create an Indian headdress.

Materials Needed:

- Construction paper
- Feathers
- Sequins
- Glue
- Scissors
- Markers

Supply Modifications:

- Indian symbols, with different meanings, can be printed off and children can copy onto headdress.

Description:

1. Each child should have a strip of construction paper that they can begin decorating with markers, sequins, and feathers.
2. After they are done decorating a counselor can walk around and help staple hats to fit the kids heads
3. Additional Option: Print off a list of Indian symbols that they kids can draw onto the bands and explain to them what the symbols mean

Grade Level Modifications:

- For Jr. Klub: Have strips cut out for the kids so all they have to do is decorate
- For Sr. Klub: Allow them to cut and design their hats themselves
- For Intermediate: Allow them to cut and design their hats themselves

Liz Carlile- SWV

Maracas
Craft

Prep Time: 1-2 min.

Objective: Use paper plates to create musical instruments

Materials Needed:

- Paper plates
- Beans or Macaroni
- Stapler
- Markers
- Streamers (optional)

Supply Modifications:

- Anything can be used to fill the maracas, if beans aren't available macaroni or beans can be used.
- Instead of folding a paper plate in half, two Styrofoam or paper cups can be glued together.

Description:

1. Each child should begin by decorating the bottom of a paper plate.
2. After plate is decorated pass out a handful of beans to each child.
3. Walk around with a stapler and fold the paper plate in half and staple it closed.
4. Streamers can be attached to make maraca look more decorative

Grade Level Modifications:

- For Jr. Klub: Let kids decorate with crayons and counselors should staple the plate for the kids
- For Sr. Klub: Kids can decorate with markers and staple themselves
- For Intermediate: Kids can decorate with markers and staple themselves

Liz Carlile- SWV

Sun Catchers

Craft

Prep Time: 5-10 min.

Objective: Create pretty sun catchers with tissue paper and contact paper.

Materials Needed:

- Clear Contact Paper
- Tissue paper
- Sharpies
- Scissors
- String

Supply Modifications:

- NONE

Description:

1. Begin by cutting many, small squares of tissue paper (size should be about 1 in. x 1 in.)
2. Pass out a large square sheet of contact paper and let the kids start by putting many different colored pieces of tissue paper on half of the contact paper.
3. When done decorating half of the contact paper fold over the paper so both sides of the tissue paper are covered in contact paper.
4. Let the kids pick a shape they want and trace around that shape with a sharpie.
5. Cut out the shapes.
6. Punch a hole in the top of the sun catcher and tie a string through.

Grade Level Modifications:

- For Jr. Klub: Tissue paper and contact paper should be pre-cut. Counselors should draw the shapes with the sharpies for the kids.
- For Sr. Klub: Contact paper should be cut, but the kids should be able to cut out the tissue paper and draw on their own shapes.
- For Intermediate: The kids should be able to do the whole project themselves.

Liz Carlile- SWV

Sports Zipper Tags
Crafts

Prep Time: 1-2 min.

Objective: Create backpack zipper tags with kid's favorite sports

Materials Needed:

- Assorted beads
- Sports beads
- Ribbon
- Key ring

Supply Modifications:

- Yarn can be used in place of ribbon
- Pony beads can be used in place of Sports Beads

Description:

1. Start by tying a short string onto a key ring. Loop string around so there are two pieces of string.
2. Place different colored pony beads and several sports beads on each side of the string.
3. Tie a knot at the end of each piece of string.
4. Place tag on a zipper on backpack.

Grade Level Modifications:

- For Jr. Klub: String should be precut.
- For Sr. Klub: Kids can do everything themselves
- For Intermediate: Kids can do everything themselves

*** Craft was used as part of a Sports theme week

Liz Carlile- SWV

Sports Team Pennant
Craft

Prep Time: 3-5 min.

Objective: Create a sports pennant and decorate it to support your favorite sport's team.

Materials Needed:

- Craft foam/ Construction paper

- Dowel rods
- Markers
- Sticky craft foam pieces in Sports shapes
- Scissors
- Hot glue gun

Supply Modifications:

- Construction paper can be used in place of craft foam.
- Straws can be used in place of dowel rods.

Description:

1. Cut out a pennant shape from either craft foam/ construction paper
2. Decorate pennant with favorite sports teams logo, different shaped sports balls, and sports related words.
3. After decorated hot glue the dowel rod onto the side of the pennant.

Grade Level Modifications:

- For Jr. Klub: Have pennant cut out prior to the start of the craft
- For Sr. Klub: Kids can cut out pennant and decorate themselves, but counselor should be the one to hot glue
- For Intermediate: Kids can cut out pennant and decorate themselves, but counselor should be the one to hot glue

*** Craft was used as part of a Sports theme week

Liz Carlile- SWV

Flower Placemats/ Flower Cards

Craft

Prep Time: 1-3 min.

Objective: Use flowers/ leaves from natures to create works of art.

Materials Needed:

- Flowers/ Leaves from outside
- Clear contact paper
- Construction paper
- Scissors
- Markers

Description:

1. Begin by going on a nature walk with the kids and collecting flowers/ leaves/ grass from outside.
2. Have large squares of contact paper cut and stick flowers/ leaves/ grass collected from outside to the sticky side of contact paper.
3. Fold over remaining contact paper to make a flower placemat.
4. For a card, place flowers on one side of folded construction paper and cover with contact paper.

4. Decorate inside of card with markers.

Grade Level Modifications:

- For Jr. Klub: Need help cutting and placing the contact paper.
- For Sr. Klub: Can cut contact paper, but may need help placing contact paper.
- For Intermediate: Should be able to cut and place contact paper themselves.

*** This craft is great for a Mother's Day/ Father's Day cards

Jessica Gomez- SWV

Leis

Craft

Prep Time: 5-10 min.

Objective: Use tissue paper, craft foam, and yarn to make Hawaiian Leis

Materials Needed:

- Yarn
- Craft foam flower cutouts
- Tissue Paper/ Crepe Paper (Precut before the start of craft time into squares)
- Straws cut into 2 in. pieces (Precut before the start of craft time)

Supply Modifications:

- If craft foam flower cutouts aren't available, crepe paper can be used for the whole lei
- Tissue paper can be used in place of crepe paper

Description:

1. Start by putting on several flower pieces.
2. Cut small squares of crepe paper and punch holes in the center of the squares.
3. Place squares of tissue paper on yarn.
4. After putting several flowers and several pieces of tissue paper on yarn place a piece of straw.
5. Complete pattern of putting flowers, tissue paper squares, and straws on yarn until lei is full.

Grade Level Modifications:

- For Jr. Klub: Squares of tissue paper and yarn should be cut before start of craft.
- For Sr. Klub: Tissue paper should be cut, but kids can punch holes.
- For Intermediate: Kids should be able to do all of craft.

*** This craft was used as part of a Hawaiian theme week

Jessica Gomez- SWV

Door Hangers
Craft

Prep Time: 3-5 min.

Objective: Make decorative door hangers.

Materials Needed:

- Craft foam
- Cut out foam pieces
- Glue sticks
- Markers
- Scissors
- Stickers/ Sequins

Supply Modifications:

- Hot glue guns may be used if glue sticks don't stick.

Description:

1. Cut long rectangles out of craft foam and a hole in top of foam. Hole should be big enough to fit over a door handle.
2. Decorate craft foam with cut out foam pieces, markers, stickers, sequins, etc.
3. Help kids write name on door hanger in big letters

Grade Level Modifications:

- For Jr. Klub: Have door hangers precut and help kids write on names
- For Sr. Klub: Have hangers precut.
- For Intermediate: Kids should be able to do craft themselves.

Liz Carlile- SWV

Olympic Medals
Craft

Prep Time: 1-3 min.

Objective: Create Silver Olympic medals with aluminum foil.

Materials Needed:

- Foil
- Cardboard
- String
- Sports Stickers
- Paint pens
- Scissors

Supply Modifications:

- Sharpies and sports stickers can also be used to decorate the medal.

Description:

1. Cut out circles from cardboard and cover with foil.
2. Decorate medal with paint pens, sports sticker.
3. Tie sting (Red, white, and blue) to the top of the medal.

Grade Level Modifications:

- For Jr. Klub: Have cardboard cut out before start of craft and monitor their use of paint pens very closely.
- For Sr. Klub: Allow them to use a circle stencil to cut out medal.
- For Intermediate: Let them make their own stencil to cut out their medal.

*** This craft was used as part of a Sports theme week.

Liz Carlile- SWV

Egg Carton Caterpillar
Crafts

Prep Time: 3-5 min.

Objective: Turn old egg cartons into insects.

Materials Needed:

- Used egg cartons (Paper work best, but Styrofoam can be used)
- Paint
- Googly eyes
- Pipe cleaners
- Glue

Supply Modifications:

- If paper cartons are used then markers can be used to decorate

Description:

1. Cut each egg carton into four sections (the caterpillar should be 3 sections)
2. Decorate caterpillar with paint
3. Glue on googly eyes
4. Attach pipe cleaners for antennas

Grade Level Modifications:

- For Jr. Klub: Egg cartons should be cut and marker/ paint use should be watched very closely
- For Sr. Klub: They can help cut out egg cartons and decorate them as they like.
- For Intermediate: Let them do craft by themselves.

Liz Carlile –SWV

Paper Plate Ladybugs
Craft

Prep Time: 3-5 min.

Objective: Create ladybugs with paper plates and handprints

Materials Needed:

- Paper plates
- Black construction paper
- Googly eyes
- Markers
- Scissors
- Glue

Supply Modifications:

- Paint/ Crayons can be used instead of markers.

Description:

1. Decorate one side of paper plate with large black dots
2. Color the rest of the paper plate black and place a large black line down the center (to separate the ladybugs wings)
3. Trace hands on black construction paper and cut out.
4. Glue hands on side of plate, so only the fingertips are visible.
5. Attach googly eyes

Grade Level Modifications:

- For Jr. Klub: Help cut out hands.
- For Sr. Klub: Can use paint to decorate ladybug. If they don't want to make ladybugs, they can decorate their shell to look like any bug.
- For Intermediate: Let them use paint and decorate paper plate to look like whichever bug they like.

Liz Carlile- SWV

Blue Jean Purses

Craft

Prep Time: 5-10 min.

Objective: Use old jeans to create fun purses or bags for boys.

Materials Needed:

- Old pairs of blue jeans
- Hot glue gun
- Sequins/ Jewels
- Craft foam cutouts
- Sharpies/ Paint Pens
- Ribbon/ Yarn
- Crazy glue

Supply Modification:

- Instead of using sequins/ jewels to decorate purse you can use any leftover supplies like buttons or beads.
- Sharpies or paint pens should be used to decorate the purse/ bag with the kid's name

What to do:

1. Before the start of craft begin by cutting the jeans in half, but cutting along one side of the zipper.
2. Take each pant leg and cut into three sections. Depending on the size of the jeans, each leg may be cut into 4 sections.
3. Use the hold glue gun to glue up the bottom and side of the purses. Leave the top open for the opening into the bag/ purse.
4. Let the kid's pick out different beads/ jewels/ sequins to decorate the bag
5. Attach everything with crazy glue or a hot glue gun
6. Write child's name on the purse/ bag
7. Braid ribbon/ yarn to make strap for bag
8. Tie ribbon/ yarn to bag.

Grade Level Modifications:

- For Jr. Klub: This craft is hard for Jr. Klub, but with close counselor supervision this craft can be done and the kids really enjoy it. When we did this craft we had all the Jr. Klub start by doing free draw and then called them up a few at a time to decorate their bags.
- For Sr. Klub: Girls really liked this craft, but boys thought it was too girly for them.
- For Intermediate: Girls will really like this craft, but an alternative craft should be found for the boys.

** When we did this craft it was part of a club theme. But, other parents commented that they were hoping their child would be able to do it so I included it because it would be a great craft for all the girls in KK to do.

Pinecone Bird Feeders

Craft

Prep Time: 3-5 min.

Objective: Use pinecones to create birdfeeders.

Materials Needed:

- Pinecones
- Peanut butter
- Birdseed
- String
- Scissors
- Plastic knives/ Spoons

Supply Modifications:

NONE

What to do:

1. Begin by going a nature hike, while on hike look at different birds and have every student find a pinecone.

2. Give each student a glob of peanut butter and have them spread it all over their pinecone.
3. Roll pinecone in birdseed.
4. Attach a string to the top of the pinecone to hang in a tree.

Grade Level Modifications:

- For Jr. Klub: Help spread peanut butter.
- For Sr. Klub: NONE
- For Intermediate: NONE

Sleeping Bag Magnets

Craft

Prep Time: 1-3 min.

Objective: Use felt to create mini sleeping bag magnets.

Materials Needed:

- Different colored felt
- Beige craft foam
- Yarn
- Googly eyes
- Scissors
- Tacky glue
- Magnets
- Sharpie

Supply Modifications:

- Craft foam can be used in place of felt to create the sleeping bag
- A hot glue gun may work better to glue pieces together

What to do:

1. Cut a 6in. x 6in. square of felt to use for the sleeping bag.
2. Fold over felt and glue along the bottom and side. The top should be left open for the sleeping bags opening.
3. Cut out a small circle from the craft foam to use as a face.
4. Glue face onto top of sleeping bag, near the opening.
5. Glue googly eyes onto face and use Sharpie to draw a smile.
6. Cut out small pieces of yarn and glue to top of head for hair.
7. Glue magnet onto back of felt.

Grade Level Modifications:

- For Jr. Klub: Have felt precut and help kids cut out circle.
- For Sr. Klub: Let kids cut out and glue everything themselves.
- For Intermediate: Let kids cut out and glue everything themselves. Also to make craft more difficult you can let them make little people out of felt and Popsicle sticks that will sit inside their sleeping bag.

*** This craft was used as part of a camping themed week.

S'more Keychains

Craft

Prep Time: 3-5 min.

Objective: Create cool S'more keychains.

Materials Needed:

- Light brown craft foam (Graham crackers)
- Dark brown craft foam (Chocolate)
- Cotton balls (Marshmallows)
- Key rings
- Tacky glue
- Scissors

Supply Modifications:

- A hot glue gun may work better to hold craft together, but hot glue isn't necessary.

What to do:

1. Cut out 3in. x 3in. squares of the light brown craft foam. Each child will need two.
2. Cut out a smaller square of the dark brown craft foam. Each child needs one.
3. Glue the dark brown foam to one of the light brown foam pieces.
4. On top of the light brown foam glue four cotton balls.
5. On top of the cotton balls glue the other piece of light brown craft foam.
6. Punch a hole in the corner and attach a key ring.

Grade Level Modifications:

- For Jr. Klub: Have templates made that the kids can trace.
- For Sr. Klub: Let them cut out and glue everything themselves.
- For Intermediate: Let them cut out and glue everything and then give them the option of decorating their smore.

- After we made our fake smores we passed out real graham crackers, chocolate, and marshmallows and let them make edible smores

Liz Carlile- SWV

*** This craft was used as part of a camping themed week.

Toilet Paper Roll Animals/ People

Craft

Prep Time: 1-3 min.

Objective: Make fun animals/ people out of recycled toilet paper rolls.

Materials Needed:

- Toilet paper rolls
- Markers
- Scissors

- Yarn
- Googly eyes
- Brown construction paper
- Glue

Supply Modifications:

- This can be a “clean out the closet craft”, because anything you put on the table they will be able to find something to do with it.
- A popsicle stick can be glued to the inside of the toilet paper roll to make it into a puppet.

What to do:

1. Decorate a paper towel roll to look like any animal or person. Some examples are octopus, dog, rabbit, or a person.
2. Glue on yarn for hair.
3. Cut out big, floppy ears from the brown construction paper.
4. Glue on googly eyes.
5. Attach a popsicle to the inside of the toilet paper roll.

Grade Level Modifications:

- For Jr. Klub: Make examples and let them copy what the examples look like.
- For Sr. Klub: Give examples of types of animals they might want to do, but don't show them what they should look like, let them use their imagination.
- For Intermediate: Give the supplies and have a contest to see who can come up with the most creative animal.

Wearable Animal Noses
Craft

Prep Time: 15

Objectives: To make animal noses the kids can wear.

Materials Needed:

- Styrofoam cups
- Paint
- Paintbrushes
- String
- Scissors
- Pencil

Directions:

1. To start this craft, punch a hole with a pencil in both sides of a Styrofoam cup, near the top, through the thick lip portion
2. Next cut out a piece of string for each child. (long enough to fit around each one of their heads.)
3. After they attach the string, they may decorate the “nose”

Examples:

Pig: Paint the entire Styrofoam cup pink and make flat nostrils on the base of the cup. Poke holes into the nostrils so that when you wear the cup as a nose, you have air flow. Add small hairs underneath the cup by punching holes into the bottom and tying bits of string into the holes.

Cow: Paint the round portion of the cup with black spots, but paint the base of the cup pink. Also paint big black nostrils on the base of the cup, making sure to punch holes in the center of the nostrils so that air can get in when you wear the nose.

Cat: Paint the round portion of the cup gray. Paint the base of the cup gray as well, but add a small pink nose and black whiskers. Make nostrils on the nose and poke holes so that you can breathe when you wear the nose.

Stephanie Sanders- South Knoll
www.essortment.com

Blow Volcanoes
Craft

Prep Time: 10

Objective: To have the kids make a realistic volcano picture they can take home.

Materials Needed:

- White copy paper or cardstock
- Markers
- Red paint
- Soap
- Straws

Instructions:

- Have the kids draw the neck of the volcano on the white paper
- Once their picture is done have them grab a straw and dip one end into the paint.
- Then use the other end for them to blow the red paint as if it were coming out of the volcano.

*Helpful Tips: Cover the tables with trash bags.
Meredith Fiechtner- Forest Ridge

Trading Cards
Craft

Prep Time: 10

Objective: To have the kids make trading cards they can take home.

Materials Needed:

- Card stock

- Markers
- Camera

Supply Modifications:

- Have children draw themselves instead of taking their pictures.

Description:

- Cut cardstock into trading cards for the children
- Pass out three or four trading cards to each child
- Have them decorate them and put their info on it.
- Trade with other children.

Meredith Fiechtner- Forest Ridge

Thumb-Print Cards

Craft

Prep Time: 10

Objective: To have the kids make thumb-print cards they can take home.

Materials Needed:

- Card stock
- Paint
- Bowl for paint
- Crayons

Supply Modifications:

- White copy paper

Instructions:

6. Give each child a piece of cardstock
7. Have them fold the paper in half.
8. Then the kids use their thumb-prints to decorate the outside and then have them write a nice note in the inside.
9. Give it to their teachers, parents, ect...

Meredith Fiechtner- Forest Ridge

Stained Glass Windows

Craft

Prep Time: 10

Objective: To have the kids make a craft that looks similar to stained glass windows to take home.

Materials Needed:

- Contact Paper
- Tissue paper
- Scissors

Description:

- Cut tissue paper into many pieces and place along sticky side of tissue paper.
- Leave spaces in the contact paper so that the two sides stick together.
- Fold the contact paper in half so the two sides stick together.

Megan Eads- Cypress Grove

Spiders

Craft

Prep time: 45

Objective: To have the kids make similar looking spider models to take home.

Materials Needed:

- Styrofoam balls
- Black paint
- Googly eyes
- Black pipe cleaners

Instructions:

1. Cut small to medium sized Styrofoam balls in half. (do this for the kids in advance)
2. Paint them black.
3. Then decorate face with googly eyes, and paint or construction paper.
4. For the legs, cut pipe cleaner in half and stick them in the side.
5. If you want to make door decorations, just put a black pipe cleaner in a loop and stick on the back.

*Helpful tip: Cover the tables with plastic

Kelly Bell- Rock Prairie

Simple Sailboat

Craft

Prep Time: 15

Objective: To have the kids make simple sailboats to take home.

Materials Needed:

- A wide plastic lid (like the lid from a margarine tub)
- A drinking straw
- Construction paper
- Kids scissors
- A hole punch
- Crayons, markers, and/or stickers
- A small wad of play dough or clay

Instructions:

1. Cut a triangle from a piece of construction paper- this will be your sail
2. Decorate your sail with crayons, markers, or stickers
3. Punch three holes along one side of the triangle
4. Weave a drinking straw (the boat's mast) through the holes

5. Put a wad of clay or play dough on the inside of the lid. Push the end of the drinking straw into the clay.
6. You now have a cute little toy sailboat that can float in water!

*Punch the holes for the junior club kids

*Ask the parents about two weeks in advance to bring the lids for the craft

www.enchantedlearning.com

Pinchy Crabs Crafts

Prep Time: 10

Objectives: To have the kids make pinchy crab models to take home.

Materials Needed:

- Cardstock paper
- Markers
- Clothes pins (4 per child)
- Glue gun and glue sticks
- Scissors

Supply Modifications:

- Regular glue (more drying time needed)
- Copy paper instead of cardstock

Directions:

- Have each child draw a huge crab on a piece of cardstock
- Color the crab and the clothes pins
- Have a counselor hot glue the “pinchers” (clothespins) to the bottom of the crab

Modifications:

Jr. Klub- Give them a pre-drawn crab to color instead of them drawing their own.

Meredith Fiechtner- Forest Ridge

Passports Crafts

Prep Time: 30

Objectives: To have the kids make “passports” models they can take home.

Materials Needed:

- Black cardstock
- White cardstock
- Glue
- Disposable camera or Polaroid
- Scissors
- Letter stamps
- Gold ink pad

Supply Modifications:

- Black and white construction paper instead of cardstock
- Gold paint instead of ink pads

Instructions:

1. Take picture of each child in advance
2. Use black cardstock and cut in half
3. Cut a few sheets of white cardstock in half as well
4. Glue the white paper to the black paper
5. You can put more pages in if desired
6. Then fold that in half to make it like a booklet
7. Cut the picture out the picture and glue it on the inside.
8. They can put their information, and sign it like a passport.
9. To decorate the outside, use letter stamps and a gold ink pad.

Modifications:

Jr. Klub: Help them to write their information and have the passports pre-cut and pre-glued

Sr. Klub: Have the cardstock pre-cut

Kelly Pennell- Rock Prairie

Mums

Crafts

Prep Time: 15-30

Objective: Have the kids make mums they can take home and wear.

Materials Needed:

- Tissue paper
- Poster board
- Ribbon
- Bells
- Hot glue gun
- Anything else that you would like to add

Supply Modifications:

- Cardstock instead of Poster Board

Instructions:

1. Cut shapes out of the poster board
2. Use the tissue paper to decorate it (A pencil is an easy way to glue the tissue paper onto the poster board.
3. Then hot glue the ribbons and attach bells and the other decorations.

Modifications:

Jr. Klub: Cut out the designs for the kids (make them all the same so there is no arguing) and do the hot glue for them.

Sr. Klub: Let them cut their own shape but still hot glue for them.

Intermediate: Let them cut and hot glue their own ribbons with a lot of supervision.

Kelly Bell- Rock Prairie

Mr. Pineapple Head

Craft
minutes

Prep Time: 20

Objective: To have the kids make a pineapple figure to take home.

Materials Needed:

- Pre-printed Pineapple and features (different noses, eyes, mouths ect...)
- Markers
- Scissors
- Bowls
- Glue
- Popsicle sticks

Directions:

- Have the children act like it's a Mr. Potato Head and let them make silly faces on their pineapples.
- Use Popsicle sticks for arms and legs and bowls for the hat.

Modifications:

Sr. Klub- Let them draw their own features for the Mr. Pineapple head.

Meredith Fiechtner- Forest Ridge

Light Switch Covers

Crafts

Prep Time: 10

Objective: To have the kids decorate light covers they can take home and hang.

Materials Needed:

- Light switch covers
- Brightly covered tissue paper
- Scissors
- Mod-podge
- Paint brushes

Supply Modifications:

- Glue instead of mod-podge

Instructions:

- Place tissue paper on light switch cover and paint mod-podge on top.
- Let dry.

Megan Eads- Cypress Grove

Hanging Saturn's Craft

Prep Time: 8 minutes if you do not have to cut the ball; 20-25 if you have to cut the balls

Objective: To make the planet Saturn that hangs the child can take home.

Materials Needed:

- Styrofoam balls
- CD's (Ask parents for old CD's)
- Glitter
- Glow in the dark Paint
- Paper clips
- Glue
- Yarn
- Toothpicks

Instruction:

- 1) Cut the Styrofoam ball in half
- 2) Put the CD in between the two pieces
- 3) Glue the two pieces to the CD
- 4) Stick the toothpick through the top, through the middle of the CD, and then through the bottom part of the ball
- 5) Open the paper clip leaving the top curved
- 6) Hold by paper clip and paint the ball with the glow in the dark paint
- 7) Then put glue on the side of the CD with writing and cover with glitter

Modifications:

Jr. Klub: Cut the Styrofoam for them and sprinkle the glitter for them

Sr. Klub: Cut the Styrofoam for them but let them do their own glitter (Cover the tables with trash bags)

Intermediate: Let them do everything themselves (Cover the tables with trash bags)

Erin Silva- South Knoll

Foil Fish Craft

Prep Time: 15-30

Objective: To make fish models using supplies listed for the children to take home.

Materials Needed:

- Construction paper
- Feathers
- Felt
- Foil

- Noodles
- Sequins
- Any other thing to decorate a fish
- Bowls
- Glue
- Popsicle sticks
- Markers

Instructions:

1. Have the kids draw a huge fish on their paper, then they can decorate it with anything on the inside they want to.
2. Use the foil to make the fish like “Rainbow Fish”.

*Read the book “Rainbow Fish.” They will want to put more effort into the fish if you do.

*Depending on the skill level of your kids, you may want to have pre-drawn and cut fish for them to decorate.

Envelope Art

Craft
minutes

Prep Time: 5

Objective: To make envelope fish models using creativity and the materials listed.

Materials Needed:

- Envelope
- Markers

Directions:

- Draw an animal using the flap side of the envelope using the flap as a mouth/nose.

Meredith Fiechtner- Forest Ridge

Electric Eels

Craft
minutes

Prep Time: 10

Objective: Have child make an eel model to take home.

Materials Needed:

- Paper plates
- Markers
- Scissors
- Tape/stapler

Instructions:

1. Give each child a plate and tell them to cut the flat circle out of the middle.
2. Then cut the big ridged circle in half and make it into an S shape using the tape.

3. Attach the circle as the head.
4. Let the children color the snake any color they want.

Modifications:

Jr. Klub: Staple the head on for the kids

Sr. Klub: Let them staple the head on themselves

Meredith Fiechtner- Forest Ridge

Life-Size Dinosaur Coloring Pages

Craft

Prep Time: 30

Objective: Have children make life size dinosaur pages to encourage team work and have the children learn about dinosaur life.

Materials Needed:

- Butcher Paper
- Markers
- Creativity!

Instructions:

- Have 2 huge dinosaurs drawn on butcher paper.
- Have the kids color on the dinosaur and be creative.

*Don't cut the dinosaurs out. That way if they get out of the lines they don't draw on the floor.

Meredith Fiechtner- Forest Ridge

Crazy Gum Guys

Craft

Prep Time: 10

Objective: Have children make characters and use creativity out of the supplies listed.

Materials Needed:

- 2 sticks of gum per child (In their wrappers)
- Double-sided tape
- Scissors
- Pipe Cleaners (Neon)
- Construction Paper
- Googly Eyes
- Small Stickers

Instructions:

1. Cover one side of a wrapped stick of gum with double-sided tape. Cut a pipe cleaner in half and place the pieces atop the gum stick, centered horizontally, one for the cupid's arms and the other for his legs. Stack the second gum stick on top

- and gently press down to stick all the pieces together. Then bend the pipe cleaner limbs into interesting poses.
2. Now cut an interesting shaped face from card stock and glue on foil or paper hair. Attach googly eyes and a mini sticker mouth (or use markers to draw on facial features). Glue or tape the face to the body. Then dress up your Gum Guy with sticker buttons and bow ties, as much as you wish.

Stephanie Sanders- South Knoll
www.Kaboose.com

Chocolate Mint Spoon Craft

Prep Time: 20

Objective: To make chocolate mint spoons for children to have teaching them about cooking and creativity.

Materials Needed:

- Red Plastic spoons
- Hershey's Chocolate bars
- Crushed peppermint
- Gold ribbon

Instructions:

1. Melt 2 Hershey bars
2. Dip Spoon in melted chocolate
3. Immediately dip the spoons in the chocolate
4. Then into the peppermint
5. Attach the poem below to the gold ribbon
6. Hot glue the ribbon to the spoons

Kelly Pennell- Rock Prairie
www.dltk.com

Chalk Art Craft

Prep Time: 5

Objective: To make art using chalk.

Supplies:

- Black or dark construction paper
- Chalk
- Hairspray

Instructions:

1. Give the kids one piece of construction paper and have them draw a picture.
2. Once they finish, spray it lightly with hairspray to make the chalk not come off the paper.

Meredith Fiechtner- Forest Ridge

Sequence ornament
Craft

Prep Time: 15 min

Objective: To make an ornament the child can take home to have.

Materials Needed:

- Small Styrofoam ball
- Push pins
- Pear beads
- Sequence

Instructions:

1. Use a small Styrofoam ball.
 2. Use push pins, pear beads and sequence to decorate the ball.
 3. You will put the bead on the push pin first then the sequence where ever you want on the ball and push it in.
 4. Continue until the ball is covered.
-

Paper Plate Fish
Craft

Prep time: 15

Objective: To make Paper Plate Fish the children can take home.

Supplies:

- Paper Plate
- Tissue Paper
- Large Googly eyes
- Glue/ Hot glue
- Scissors

Instructions:

1. Cut a wedge shape out of the paper plate.
2. Glue to the plate to make a tail as shown is the photo above.
3. Cut squares of tissue paper.
4. Crumple pieces tightly.
5. Glue to the fish to decorate.
6. Glue on wiggle eye.

Modifications:

Jr. Klub: Have the wedge pre-cut and glued

Sr. Klub: Let them cut their wedge but still hot glue for them.

Molly Veazey- South Knoll

www.makingfriends.com

Love Bug Hats Craft

Prep Time: 20

Objective: To make hats with love bugs on them the children can wear and take with them.

Materials Needed:

- Red felt
- Black pipe cleaners
- Red pipe cleaners
- Wire cutters
- Needle nose pliers
- Pen
- Scissors
- 10 mm wiggle eyes
- Hot glue gun
- White poster board Ruler
- Stapler, tape, or glue (to fasten hat together)

Supply Modifications:

- Red construction paper instead of felt
- Cardstock instead of poster board

Instructions:

1. Cut out four hearts (2 1/2" tall x 3" wide) out of red felt.
2. Cut out two hearts (1" tall x 1 1/2" wide) out of red felt.
3. Cut a strip of poster board to fit around a child's head and about two inches wide.
4. Determine the size of the child's head. Mark with a pen.
5. Cut red chenille and black chenille stems in half using the wire cutters.
6. Glue the stems on the outside of the poster board where marked.
7. Glue a small heart over each of the chenille stems that are attached to the poster board. (See photo)
8. Glue a large red heart at the other end of the chenille stem.
9. Bend the black chenille stems in a "V" shape. Bend the ends over twice using the needle nose pliers to create the feet for one piece, and the antenna for another piece. (Note: This also hides the sharp end.)
10. Add wiggle eyes using glue to the "face" of the love bug.
11. Let the children decorate using lace, stickers, markers, and crayons.
12. Tape, glue or staple the hat to fit the child. (Paper clips also work.)

Modifications:

Jr. Klub: Cut out all of the hearts for them and staple the "chenille stem or pipe cleaner" to the hat for them.

Sr. Klub: Let them cut their own hearts but staple for them

Intermediate: Let them do it all themselves

Hawaiian Leis

Craft

Prep Time: 15

Objective: Make Hawaiian Leis the children can wear and take home.

Materials Needed:

- Pre-printed flowers
- Markers
- Scissors
- String
- Straws
- Hole Punch

Instructions:

- Have children color and cut out pre-printed flowers.
- Then hole-punch the middle of each flower they make.
- Have the kids string the flowers on the string with a small piece of straw in between each flower.

Modifications:

Jr. Klub- Punch the holes for the children.

Sr. Klub- Let the children punch their own holes.

Meredith Fiechtner- Forest Ridge

Famous Art Projects

Craft

Prep Time: 10

Objective: Teach children about famous art pieces and let them use creativity to create one of their own to take home.

Materials Needed:

- Pastels
- Chalk
- Pencils
- Water colors

Directions:

1. Pick out famous artists paintings (have a least one painting per table)
2. Have the kids use the different art supplies to remake the paintings.

Games

Blanket Volleyball

Blanket Volleyball

Game

Objective: Try to be the team with the least amount of drops .

Description: Set up teams and each team should have four people. One person should be holding each corner of the blanket. Have one team serve the volleyball by placing the volleyball in the middle of the blanket. They lower the blanket and raise it quickly as a team, to launch the ball. The opposing teams must catch the volleyballs in their blanket and toss it back. If the ball is dropped, it has to be determined if it was the throwing or catching teams fault. Which ever team is at fault receives a point. At the end of the play time the team with the least amount of points is determined the winner.

Materials Needed:

- Blankets or towels
- Soft balls to toss

Supply Modifications: Instead of using balls you can use random light items (ex: rubber animals)

Grade Level Modifications:

- Jr. Klub: Only use one ball and make sure they are close together, or have only two teams playing against each other. Try not to keep score.
- Sr. Klub: This age group is very big on competition so make sure you do a good job at keeping track of the scores. Also to try and keep it fair between all kids switch around members of the teams a couple times so there is not always the same winners.
- Intermediate: This age group needs activities that are more challenging and stimulating. To provide this have obstacles set up as places they must avoid. Can also have two person teams to there is more work to launch the volleyball. Can also have the game played with other object besides a volleyball like a rubber animal to add difficulty in throwing.

Bridge Ball

Game

Objective: Be the player with the least amount of points

Description: Players are in a circle formation with their feet in a wide straddle step and the sides of their feet touching their neighbors. Hands should be located on their knees. Two balls, either gopher or soccer, should be used. Object of the games is to throw one of the balls between the legs of any player, before they can stop it with their hands. Everyone's hands must remain on their knees until the ball is thrown. If they move before that point then they get a point. If ball goes between their legs, they get a point. At the end of the playing time the player with the least amount of points is declared the winner.

Materials Needed:

- 2 or more hard balls

Supply Modifications: Instead of hard balls you can use soft balls

Grade Level Modifications:

- Jr. Klub: This game is mainly for junior club. To this age group it is all about staying in the game so by having them only get points and not get out of the game, they will stay more intrigued with the game.
- Sr. Klub: Split kids up into smaller groups still with two balls. This will add a better challenge with the game. Another way to add challenge would be to have someone in the middle of the circle who is in charge of throwing the ball. This person can either choose to throw it or fake them out. Again if they more they get a point.
- Intermediate: With this age group you have to add a challenge and edge to the game. To have it more difficult you can make them stand all the way up with their hands behind their back. Also with this age group they are more about seeing an immediate winner so instead of giving points have them get out if they mess up. This will make the circle smaller and make games stay more intriguing.

Bunker Hill Game

Objective: Be the team with the most players left.

Description: Divide into two teams. Each team will be given three mats to set up evenly on opposite sides of the gym to use as protective areas. Bean bags should be placed in the middle of gym along the line. The players will try to hit the opposite team with the bean bags below the knee. If a player is hit above the knee with a bean bag, that person is not out but whoever threw the bean bag is out. Players can only hold a bean bag for five seconds before throwing it. If a player is hit they must go out and do ten jumping jacks and cannot re-enter until another player from the opposite team is hit. The game ends if there is only one person left on either side.

Materials Needed:

- Bean Bags

Supply Modifications: Instead of Bean Bags you can roll soft balls.

Grade Level Modifications:

- Jr. Klub: This game is more difficult for junior klub so make sure they understand the rules about where they can get hit. Also make sure and call energizers often to keep the interest in the game up.
- Sr. Klub: This game is very good for senior club because it not only offers a team element but it is very heavy on individual skill as well.

- Intermediate: To keep this game interesting for Intermediate, do not use any mats for protection. Can also make it an entirely individual play game by having it more like a bean bag tag game where they can move anywhere around the gym but the same out rules apply when hit.

Cats in the Corner Game

Objective: Be last player to get tagged.

Description: In a gym, mark off squares in each corner large enough for all the players to fit in them. Players start spread equally between the four corners. There should be 4-6 taggers in middle of gym. When “cats in the Corner” is yelled, all players must run to a different corner. The taggers try to tag as many people as possible. If tagged, you are out until an energizer is called. You can run any direction to a new corner. Must stay within the black lines of the outside of the gym court. Also the taggers cannot stand directly by the squares they must stand in the middle between two of the squares. The people in the squares have 5 seconds to run before they are out.

Materials Needed:

- Cones for corners
- Jerseys for taggers

Supply Modifications: Instead of cones, use anything to mark a corner

Grade Level Modifications:

- Jr. Klub: Junior club is very into tag games so make sure you call multiple energizers to keep their attention. If it seems that the taggers are getting people out to easily, then either use less taggers or make it where they do not have to stay inside the lines.
- Sr. Klub: This game is largely played for senior club. Make sure and enforce the rules of staying inside the lines. Can also make it where they can only run diagonally between the corners.
- Intermediate: For the Intermediate level you must add an edge to tag games because they get bored with them very easily. For this game one way to add competition and difficulty is to have them only able to run diagonally between corners. Can also add another challenge by making everyone where flags and the taggers must pull the flags off of the runners.

Crab Soccer Game

Objective: Keep ball from going past your team.

Description: The kids should be split into two teams. Two goals should be constructed on opposite sides of the gym. One team should be wearing jerseys to distinguish

themselves. A large omni ball should be placed in the middle of the gym and the teams should start on the end lines. When the game begins the teams try and kick the omni ball into the opposing teams' goal. There can be one person being a goalie but still must remain on their hands. When playing you are only allowed to touch the ball with your feet, cannot use hands to move ball. At the end of the playing period the team that scored the most goals is determined the winner.

Materials Needed:

- Omni Ball
- Jerseys for one team
- Cones for Goals

Supply Modifications: Instead of omni ball you can use large beach balls

Grade Level Modifications:

- Jr. Klub: For junior klub trying to get the ball across the whole gym can be more difficult. To solve this split the kids into four teams and have them form a square with the teams. The goal then is to keep the ball from going over your side of the square. If it goes out a counselor needs to throw it back into play.
- Sr. Klub: This game is very effective for senior club because it is a way to put all of the kids on a more equal playing field.
- Intermediate: For this level you need to add more difficulty to this game. Split the kids into four teams and construct four different goals to aim for. Also make it where there cannot be a goalie guarding.

Guard the Castle
Game

Objective: Try to knock down the middle peoples cones or try to defend your cone.

Description: Going lengthwise down the gym, set up five or six hula hoops with a cone in each hoop. To start the game, choose the same amount of kids as hoops set out to be the first ones guarding. The remainder of the kids split up on both sides of the gym. There should be gopher balls set out on both sides of the gym. When the game starts, the kids on the sides of the gym start by throwing the balls at the cones and trying to knock them down. If you knock down a cone, you take the place of the person who was guarding it. The people guarding can use their hands or a ball they can catch to guard their cone. They cannot touch the cone at any point and they must also stay outside of the hula hoop area.

Materials Needed:

- Cones
- Hula hoops
- Soft balls

Supply Modifications: Instead of cones can use pins, also can use bean bags instead of soft balls.

Grade Level Modifications:

- Jr. Klub: This age group is not very good at aiming balls. To try and help this you can have them closer to the middle of the gym so there is not as far of a distance for them to throw the ball. Can also have it where all of the kids are on one side of the gym throwing balls to make it easier for the person guarding.
- Sr. Klub: This game is perfect for senior klub because it offers great personal competition but can also bring in group competition. Make sure counselors are actively engaged. Also counselors can encourage helping each other out to make sure that the people guarding are switching often.
- Intermediate: One way to alter this game for this age group is to use bean bags instead of balls. Bean bags are much harder to aim with and there fore makes the game more challenging. Another way to change the game is the have the hula hoops set up width wise along the gym so that they kids are farther away from the cones and it is more challenging to hit the cones.

Ultimate Frisbee/Football
Game/ Outside Game

Objective: Get the object to your teams goals.

Description: The kids should be split into two teams. The teams start on opposite ends of the gym with their goal on the other side of the gym. Usually it is best to use a whole side of the gym as a goal. When the game is started, the kids try to get their object to the opposite side of the gym. The object can be thrown to anyone. When you have the object, you cannot move with it. You can only move around the gym when you do not have the object in your hands. The object can be intercepted in the air by the opposing team. If the object is dropped, whichever team touched it last does not get it back, it goes to the other team.

Materials Needed:

- Jerseys
- Frisbee or Football

Supply Modifications: Instead of Frisbees or footballs you can use random objects such as rubber animals.

Grade Level Modifications:

- Jr. Klub: It is often very hard for junior club to get the object all the way across the gym without dropping it so to prevent this you can play width wise of the gym to make the field shorter. Can also have it where they get second chances if they drop the ball. With this though you would have to say this only holds true when they almost caught it. Not anytime there is a bad throw.

- Sr. Klub: This game is perfect for Senior Klub. Make sure the counselors are spread evenly on both teams and that the more athletic kids are spread evenly amongst the team to keep the game fair.
- Intermediate: To add a level of difficulty for this grade level, establish the rule that five different people must catch or throw the ball/object before a score can be made. This will allow more diversity among the players and ensure that all players will get the opportunity to play.

Eggs in a Basket Game

Objective: Have the most balls in your teams hula hoop.

Description: To set up the game split the gym into four areas and place a hula hoop with four to five gopher balls in each hula hoop. The kids should be split into four different teams. Everyone starts on their part of the gym. When the game begins everyone is trying to protect their balls while trying to steal the other team's balls. While you are on your part of the gym you are safe, however if you go into another part of the gym you can get tagged and go to jail. Jail is simply behind the side of the team that tagged you. To get out of jail someone from your team must run over and grab you. If you get someone out of jail, you are both safe to walk immediately back to your side. You cannot try and steal a ball when you get out of jail before returning to your side. There can be only one person guarding the balls from each team and this person must stay outside of the hula hoop. When trying to steal a ball you must run to another team's part of the gym and steal one and try to make it back before you get tagged. You can throw a ball to your team mates to avoid getting tagged, however they have to catch it. If they do not catch the ball it must be returned to the team it came from. If your team runs out of balls you are still in the game and should continue trying to steal balls from the other teams. When the play time runs out, the team with the most balls in their hula hoop is declared the winner.

Materials Needed:

- Soft balls
- Cones for boundaries
- Hula hoops
- 4 types of jerseys

Supply Modifications: Can use other objects instead of balls, such as rubber animals.

Grade Level Modifications:

- Jr. Klub: For junior club having the gym split into four sections is going to be more difficult for them to be able to steal balls or know where to go when they get tagged. So for junior club instead of splitting the gym into four parts split it into two parts, with two hula hoops to protect for each team. Also often it is more difficult for them to get people out of jail, so eliminate the jail and have it where if you get tagged you must simply go back to your side.

- Sr. Klub: This game is perfect for junior club. Having four team's works in a great way to be able to split up the kids who are always on the same teams and who are always winning. It is very effective and evening out the playing field for all teams and allowing more opportunity for everyone to be able to play.
- Intermediate: For the intermediate level this game is still very intriguing. To make it a little more challenging, eliminate the goalies so that all kids must be moving around more. Also it is very easy for this age level to throw the balls to each other so eliminate the rule where you can throw the balls back to your team mates. This way they must make it there and back safely.

Star Wars Game

Objective: Knock the other teams Frisbees down first.

Description: Set up the game by splitting the gym in half and having three cones set up near the back middle of each half. On top of these cones set three Frisbees. In the middle of the gym set out bean bags and gopher balls. The kids should be split into two teams. When the game starts everyone is on the back line. When the whistle blows everyone runs and tries to grab gopher balls and bean bags. The bean bags and gopher balls have two different purposes in this game. You use the bean bags to try and get people from the other team out by hitting them on the feet with the bean bags. The gopher balls are used to be thrown at the Frisbees to try and knock them off the cones. The game ends when all of one teams Frisbees get knocked off the cones.

Materials Needed:

- Cones
- Frisbees
- Soft balls
- Bean bags

Supply Modifications: Instead of cones and Frisbees can use pins.

Grade Level Modifications:

- Jr. Klub: Junior club can often not handle having two things in play at the same time. So to prevent this only have the gopher balls set out and you are only aiming at the Frisbees. In this way of play there is no way to get any one out of the game.
- Sr. Klub: This game is perfect for senior club. Make sure and stress the point that no one can guard the cones. Also can have a way to get back in the game if tagged out; use the rules of dodge ball and if the person who got you out, gets out, then you can get back into the game.
- Intermediate: For the intermediate level you have to add more skill to the game. To do this instead of splitting the gym into two sections, split the gym into four sections. Still use the same amount of cones and still use both gopher balls and bean bags. This will make the game more complex and keep it more intriguing.

Also can add the element that if one of your Frisbees gets knocked down and if you knock another teams Frisbee down, one of yours goes back up. This will make the game last longer with fewer stops.

Rat Tails Game

Objective: Be the last person with a flag on.

Description: There is no set up required for this game. Every player must have a flag for this game. It starts off with everyone spreading out. When the game begins, every player must try and take other people's flags off while trying to keep their own flag on. If your flag gets pulled off you must stand in place on your flag. While you are out you can try and pull other players flags off as long as you do not move off of your flag. If you manage to pull a flag off while you are out, then you are back in the game and can put your flag back on. While playing you are not allowed to hold on to your flag in any way to try and keep it on. This game never has an end but energizers should be called periodically to keep interest.

Materials Needed:

- Flags
- mats

Supply Modifications: none

Grade Level Modifications:

- Jr. Klub: This game is good for this age level. The key here is to make sure and call multiple energizers so there is never a player sitting out for too long of a time period.
- Sr. Klub: This game is designed for senior club. A key here is to make sure counselors are very active in the game and adding that competition edge to the game. This age group is very big about individual accomplishment and they love games where they get to challenge the counselors.
- Intermediate: This is also effective for this age group. One way to add more challenge for this age group is to add in obstacles. This can be areas that they cannot go to or you can also set up mats to have as barriers and blockades.

Scat cat Game

Objective: Be the last player left in the game.

Description: To set up the game, have hula hoops spread all around the gym. There should be four or five kids chosen as taggers for this game. The object of the game is to not get tagged. The hula hoops are used as safe zones. You can stand in them and stay in them as long as possible and not get tagged. If you are in a hula hoop, another player can

run to the hoop and yell “scat cat” and you must leave the hoop. If a player gets tagged they are out of the game and should sit on the energizer wall.

Materials Needed:

- Hula hoops
- Jerseys for taggers

Supply Modifications

Instead of hula hoops you can mark off areas with cones or have some other type of marker.

Grade Level Modifications

- Jr. Klub: This game is perfect for this age level. To keep the interest in the game make sure and call multiple energizers so there is never anyone sitting out of the game for an extended period of time.
- Sr. Klub: For this age level you need to make this game a little more competitive and have more of an edge. So instead of being able to stay in the hoop as long as wanted, put a 5 second time limit on being inside the hoops. This will allow for more movement and less people trying to stay in the hoops.
- Intermediate: For this age group you really have to add an edge to the game to make it more difficult and interesting. One way you could do this is to add more taggers into the game. Also you can change it to where if you get tagged, you are not out of the game but you yourself turn into a tagger. This will make the game more challenging and changing.

Dance Chiefs
Game

Objective: Try to guess who the chief is.

Description: This game is a great way to play a calm game. To start the game off everyone must stand in a circle. One player is chosen as the person out and must leave the room. Once that person has left the room, then you need to pick someone as the chief. The purpose of the chief is to not let the person out figure out who he is. To begin playing the chief must do dance moves and everyone else in the circle must follow. Once everyone has started, the person who is out comes back in the gym and stands in the middle of the circle. They have three chances to try and guess who the chief is. During this time the chief must change dance moves often so the player has a chance to guess. If the player guesses who the chief is than they win, if not than the chief wins. Whoever was chosen as chief is not the person out and the game starts over again.

Materials Needed:

None

Supply Modifications

None

Grade Level Modifications

- Jr. Klub: This game is better played with junior club as regular chiefs where everyone sits in a circle and does clapping moves. The rest of the rules remain the same.
- Sr. Klub: This is an ideal game for senior club because it is simple yet keeps the kids active. Also it gives this age group a chance at individual accomplishment and competition. Make sure the chief continually changes moves to make the game more interesting.
- Intermediate: For this age group you will need to speed the game up a little bit. One way to do this is that the chief must change their moves every five seconds. Also the person who is trying to guess only gets ten seconds per guess.

Chair Soccer/Skyball Game

Objective: Hit all of the other teams chairs.

Description: To start off this game, put out five chairs on both ends of the gym. The kids should be split into two teams and two gopher balls should be used. Everyone starts off on the back lines of their side of the gym and one person starts off as goalie. When the game starts counselors should kick off the balls. For chair soccer, you can only kick the ball with your feet to try and hit the other teams' chairs. If a chair is hit, then it should be taken to the other side of the gym and joined with the other teams' chairs. The goalie can only pick up the ball if it is a threat to their chairs. The game ends when all of the chairs are on one teams' side. For chair skyball the same rules apply except you can carry the ball with your hands. You can only hold the ball if it is thrown or kicked up to you and you catch it in the air. While you have the ball if you are tagged then you must kick the ball off. The goalie can pick up the ball when it is a threat to their chairs and throw it to a team mate.

Materials Needed:

- 10 chairs
- jerseys
- 2 gopher balls

Supply Modifications

Instead of chairs you can mark off a goal to be used.

Grade Level Modifications

- Jr. Klub: Chair soccer is a much better way to play this game with this age group because they are not yet skilled at catching and throwing the balls. This age group works much better with their feet.
- Sr. Klub: This is the best game for this age group. Skyball is the best because this age group can handle being able to catch and throw the balls. The important thing for this age group is to watch for cheating. Often instead of kicking the ball after being tagged they will throw it to a team mate and this is not allowed.

- Intermediate: This game is also still very effective for this age group. One way to make it more effective is to make it where five different people must pass the ball before you can throw it at a chair. This rule would not apply if you are trying to kick the ball at the chairs.

Up the River and Down the River Game

Objective: Be the last player left in the game.

Description: To set up the game, have hula hoops spread all around the gym. There should be four or five kids chosen as taggers for this game. The object of the game is to not get tagged. The hula hoops are used as safe zones. You can stand in them and stay in them as long as possible and not get tagged. If you are in a hula hoop, another player can run to the hoop and yell “scat cat” and you must leave the hoop. If a player gets tagged they are out of the game and should sit on the energizer wall.

Materials Needed:

- Hula hoops
- Jerseys for taggers

Supply Modifications

Instead of hula hoops you can mark off areas with cones or have some other type of marker.

Grade Level Modifications

- Jr. Klub: This game is perfect for this age level. To keep the interest in the game make sure and call multiple energizers so there is never anyone sitting out of the game for an extended period of time.
- Sr. Klub: For this age level you need to make this game a little more competitive and have more of an edge. So instead of being able to stay in the hoop as long as wanted, put a 5 second time limit on being inside the hoops. This will allow for more movement and less people trying to stay in the hoops.
- Intermediate: For this age group you really have to add an edge to the game to make it more difficult and interesting. One way you could do this is to add more taggers into the game. Also you can change it to where if you get tagged, you are not out of the game but you yourself turn into a tagger. This will make the game more challenging and changing.

Powerball Game

Objective: Be the team with the least amount of balls.

Description: To set up this game, empty out two trashcans and place them on opposite sides of the gym. A good amount of gopher balls should be placed along the middle line of the gym. The kids are split into two games. The object of the game is to get as many

balls in the opposing teams bucket while protecting your own. When the game starts all of the kids should be on the back line of their side of the gym. When the game begins you must run to the middle of the gym and try and grab gopher balls. You can only have one gopher ball at a time. To get the balls in the trash can you can either throw them in from your side or you can try and run and put them in. If you are on the opposite side of the gym you are able to get tagged whether or not you have a ball. If you get tagged you must drop your ball if you have one and go to jail. To get out of jail you must either catch a ball in the air or someone from your team must come grab you. When you are walking back you are safe. Also if you run to the other teams' side, there should be a designated square as a safe zone and you have 3 seconds that you can stand in this zone and not be at risk to get tagged. The game ends when all of the balls are in the buckets and the team with the least amount of balls in their bucket is declared the winner.

Materials Needed:

- 2 trash cans
- gopher balls

Supply Modifications

Instead of trash cans you can use any sort of a bucket

Grade Level Modifications

- Jr. Klub: This game is a little more difficult for junior klub. To try and make it a better game for them to play you would need to use a smaller bucket to get the balls in so they would be able to drop them in. Also have it where if they get tagged they just have to go back to their side of the gym and do not have to get tagged. You can also change the rules to if they do not have a ball they can stand on the other side of the gym without risk of getting tagged.
- Sr. Klub: This game is perfect for senior klub. The key to keeping this game going to make a rule that someone cannot hold onto a ball for longer than ten second because often someone will get a ball and take a very long time before they will attempt to run. Also make sure that there is not anyone guarding the trashcans and making it unfair to get the balls in.
- Intermediate: To make this game more challenging for this age group you need to add an obstacle. One way to do this is to set up a mat in front of the trash can so there is more of a challenge in trying to get the balls in. Also make sure and put out plenty of balls for them to throw in.

Aggie Baseball
Game

Objective: Be the team that scores the most runs.

Description: To set up this game you need to set out four bases like kickball. They should be equally spread apart. The kids are split into two teams. When the game begins one team will be up to bat and the other team will be in the outfield. A counselor should be the one holding a ball. The rules are all the same as kick ball. You have foul balls,

you cannot peg a runner, must tag them with the ball, there are 3 outs. The difference in this game is when batting, when you kick the ball you run the opposite direction. So where normally is third base, is now first base. You can only run once around the bases and when you are done you must go to the end of the line. The order of the lines should stay the same to ensure everyone gets an equal opportunity to play.

Materials Needed:

- bases
- ball

Supply Modifications

Instead of soft balls you can use hard balls

Grade Level Modifications

- Jr. Klub: This age of kids is not yet very good at kicking balls and getting them to go far. So to make this game more fun for the kids you need to use a very bouncy ball so it can go farther. Also you are going to have to have counselors helping the kids and making sure and pointing them in the right direction to run. Also they will need some direction when it comes to throwing the ball in the right direction because not always do they know what base to throw it at.
- Sr. Klub: This is a good game to play with this age group because they know how to aim the ball to go where they want and they have a fairly good idea of good base running skills and when and when not to run. Make sure and just have a counselor reminding them which direction to run. Also make sure and use a gopher ball for this age group so it is more difficult for them to kick the ball.
- Intermediate: For this age group, they truly do understand all of the aspects of the game of where to kick the ball and where to throw the ball. To make it more challenging you can add in the fact that they can throw the ball at the runner and get them out.

Lightning
Game

Objective: Knock out all of the other players

Description: This game is played just like knockout. All of the kids are in a line (if there are a lot of kids use two lines and both sides of the gym). The first kid shoots at the basketball goal. As soon as they shoot the next person goes. Use multiple basketballs. If they miss on the first shot then they must try and shoot again. Once they make it they should move on to the next goal. Three basketball goals should be used. If the player behind them makes the goal before they can, then they are out. The game continues until everyone has been knocked out.

Materials Needed:

- basketballs

Supply Modifications

Can use bouncy balls instead of basketballs.

Grade Level Modifications

- Jr. Klub: For this age, the kids are not that good at shooting baskets yet. So to make it easier you can hang hula hoops from the baskets and they have to make it through the hula hoop in the same fashion. Also if some kids think they are better at basketball, then you can split the kids into their skill levels and play with both sides of the gym.
- Sr. Klub: This is a great game for senior club. To make it more fair make sure the kids get to choose which group they want to play with so that the kids with the same skill levels will be in the same groups.
- Intermediate: For this age group, they truly do understand all of the aspects of the game of where to kick the ball and where to throw the ball. To make it more challenging you can add in the fact that they can throw the ball at the runner and get them out.

Challenger Game Game

Objective: Have the team to win the most challenges

Description: Split the kids into teams. It doesn't matter how many, just determine that by how many kids you have. Each team is going to write down challenges that they think they can beat the other teams at (ex: who can run the fastest, throw the farthest, speak a certain language, etc.). Give them about ten minutes to come up with challenges. Then one at a time each team is going to choose another team to challenge. If the team wants to accept the challenge, they must go first in attempting the challenge. Keep track of who wins the challenges.

Materials Needed:

- Things to throw

Supply Modifications

Can use multiple objects

Grade Level Modifications

- Jr. Klub: For this age group you need to make sure and help them come up with challenges and make sure that everyone gets a chance to challenge.
- Sr. Klub: This is a very good game for the senior klub level. Again make sure that everyone gets a chance to challenge and that one or two people are not doing everything.

- Intermediate: For this level you need to make sure there is plenty of counselor involvement and that the kids are making more unique challenges.

Gladiator Game

Objective: Pull off your opponents flag.

Description: Lay out two mats to use as the ‘ring’. Two kids go at a time and they are trying to pull off their opponents flag. Whoever gets the flag first is the winner. They are not allowed to touch their opponents such as to try and push them. You can only reach for your opponent’s flag.

Materials Needed:

- Mats
- flags

Supply Modifications

Mats are not a necessity for this game

Grade Level Modifications

- Jr. Klub: This is a good game for junior club. Make sure they are following the rule of not touching each other and only grabbing for the flag. Try and make the game go as quickly as possible so each kid can have more than one chance to play.
- Sr. Klub: This is a good game for senior club. To make it more challenging you can set up an additional mat standing up in the middle so there is an obstacle to go around.
- Intermediate: This game still works well for this age group. To make it a little more challenging, instead of only having it one on one, you can have multiple children going at once. Also make sure and have counselor challenges every now and then to get the energy levels really high.

Color Tag Gym/Outside Game

Prep Time: 10 seconds – 1min.

Objective: The runners try to be the last runner in the game in order to become a tagger in the next game.

Materials Needed:

- Jerseys for Taggers
- Cones for boundaries (if outside)

Supply Modifications

- Instead of running, you can have the runners use other forms of traveling (i.e. skipping, hopping, etc.).

Description: All runners will begin color tag on the same side of the gym/field. Boundaries and safety zones should be established during instruction time. 4 taggers will be chosen before the game starts and will start the game in the middle of the gym. One counselor will call out cues like “If you are wearing red...Go!” or “If you like pizza...Go!” The runners have 5 seconds to take off running to the other side; otherwise the taggers can cross into the safety zone to tag the runner(s). If runners are tagged trying to cross the gym/field before they reach the opposite safety zone, they are to go to the designated “Energizer Wall” and wait for the next game or an “Energizer”. When “Energizer!” is called by a counselor, all runners that were out, can now rejoin the game on the appropriate side. All runners are to run in the same direction until everyone has either been tagged or reaches the opposite safety zone.

Grade Level Modifications:

- For Jr. Klub: Incorporate cues that Jr. Klub will understand. You may want more taggers as younger children do not always understand the concepts of cutting someone off or the appropriate angle to take. Also, use several Energizers to keep their interest.
- For Sr. Klub: Come up with appropriate cues that relate to activities they may be involved in at and away from school. This age group tends to be proud of their unique abilities and accomplishments.
- For Intermediate: You can use obstacles, causing children to use problem solving skills and develop a strategy to get to the other side. Obstacles can include mats they have to jump over or areas they cannot run through. Playing outside is better for this group as well. This group likes to be challenged and defeat those challenges.

4 Corners

Gym/Outside Game

Prep Time: 1 min.

Objective: To score more goals than the other team(s).

Materials Needed:

- 16 cones
- 2 Gopher soccer balls
- Jerseys and Flag belts

Supply Modifications

- You can always use more Gopher balls in order to maximize kid involvement.

Description: The gym is set up with 4 squares designated by cones in the corners of the gym, leaving about 3 feet from the walls. This game can be played with 2 or 4 teams. With 2 teams, each team will defend two goals and shoot for the other two. With 4 teams, each team will defend their one goal and shoot for the other three goals. The

game is played like soccer, no hands. The only way to score in another team's goal is to trap the ball with your feet to make the ball come to a complete stop. There are no goalies for this game, but defenders may only enter their own goals while the opposing team is entering to score. Teams should be designated by different jerseys or flag belts. The team with the most goals wins.

Grade Level Modifications

- Jr Klub: Instead of the small separate squares, use one big square or segment of the gym (i.e. the "paint" of the basketball court). Also, they may be able to stop the ball with any part of their body. Be careful with this, do not let kids crowd the goal areas because they will be more likely to run into each other.
- Sr Klub: You may use skyball rules for this game, where players may catch the ball and run with it only if they catch it off another player's foot. They may run with the ball until they are tagged, then they must drop the ball and kick it. They may not then pass the ball by throwing it.
- Intermediate: Incorporate strategies and problem solving by allowing for time-outs for team huddles. Quickly discuss offensive and defensive strategies. Another modification would be to use the smallest Gopher balls instead of the bigger ones.

Mouse In The House
Gym/Outside Game

Prep Time: 1 – 2 min.

Objective: To steal other players balls in order to keep as many balls as possible on your plate.

Materials Needed:

- Frisbees or plates (1 per team)
- Tennis balls or small gopher balls (2-3 per team)
- Stereo

Supply Modifications

- You may use Frisbees to hold the balls better. Also, you can use other items related to a theme instead of tennis balls.

Description: Players will be put in teams of 2 or 3. Each team will have a plate with 2 to 3 tennis balls sitting on the plate. Plates will be spread throughout the gym. Each player will start the game by standing next to their team's plate. When the music starts, players may go to any other teams' plate and steal one ball at a time take back to their "home" plate. This game is continuous and can be played for short lengths of time (3 – 5 min) with announcements of winners between games to maintain interest.

Grade Level Modifications

- Jr Klub: This game is most appropriate with this age group. Modifications can include telling the players they can use different forms of movement (skipping, hopping, walking, etc.).

- Sr Klub: This group can play the game as is or play as individuals instead of teams.
- Intermediate: This group should play as individuals or on teams as well. If they are on teams, you can make stipulations like one player has to be at the “home” plate at all times or you are allowed to defend your “home” plate. Make a counselor a tagger and if they get tagged, they have a consequence before they can play again.

Berserk!

Gym Game

Prep Time: 10 sec.

Objective: To keep all of the balls in motion.

Materials Needed:

- Gopher balls

Supply Modifications

- Do not use regular soccer balls, basketball, rubber balls, etc. Children will be much more likely to get hurt if you try to use these types of balls.

Description: For this game, the object is simple. A counselor will facilitate this game by throwing out Gopher balls one by one. The players will attempt to keep every ball in play in motion. Players can hit or kick the ball, but they cannot carry the ball for any length of time. If a ball stops, a counselor or assigned ball monitor goes Berserk! and points at the ball that stops. After 5 Berserks have occurred, all of the balls are picked up and the game is started over.

Grade Level Modifications

- Jr Klub: This game is perfect for Jr. Klub. Counselors should be facilitators for this game. Let the kids play!
- Sr Klub: One way to keep student interest for this age group is to allow them to be facilitators and go Berserk! when a ball stops. You may also time the group and/or count the number of balls in play to give the students goals to shoot for while playing the game.
- Intermediate: You can add a competitive component to this game by creating teams. The team with the most balls on their side after a pre-specified time runs out wins. Or the team with the least amount of Berserks after a given time is up wins.

Switch

Gym Game

Prep Time: 1 min

Objective: To score more goals than the other team.

Materials Needed:

- Cones (for goals) or Soccer goals

- 2 Gopher soccer balls

Supply Modifications

- If you do not have goals or cones for goals, you can tape off a rectangle on the gym wall.

Description: This game is a mix between soccer and skyball. Set up two goals, one on each side of the gym. Both teams will start out against their back wall. Each team will have a goalie and someone to kick the ball off from in front of their goal when the game starts. On the counselor's start cue (i.e. music, whistle, "Go!"), both teams will begin with their kick-off player kicking the ball. The game is played as soccer to begin with, no hands. When a counselor calls out "Switch!" players may catch the ball if it is in the air off of someone's body. Players may not pick up the ball off of a bounce or off of the ground. Players cannot kick the ball to themselves. If a player catches the ball, they may run with it until they are tagged or they pass it to a teammate, whichever comes first. You may not pass the ball by throwing it if you have already been tagged. Keep switching the game between soccer and skyball in order to maintain interest. The ball is scored when it travels through the goal of the opposing team or if a player carrying the ball runs across the line even with the soccer goal.

Grade Level Modifications

- Jr Klub: You will want to make most of the game time soccer, because not many of these kids will be able to catch the ball off of someone's foot, but throw skyball in there some to help them with it.
- Sr Klub: Let the kids have more skyball time. Skyball is a KK favorite, but Switch keeps them from getting bored during the game.
- Intermediate: Make stipulations like 5 players must touch the ball each possession before a shot can be taken. During skyball, the only way to score can be to shoot the ball into the basketball goal rather than the soccer goal.

Biggest Fan Farkle
Gym or Café Game

Prep Time: None

Objective: To be the last person in the game by not losing a Farkle and having the most fans.

Materials Needed:

- None

Supply Modifications

- None

Description: The game begins by everyone picking someone to Rock, Paper, Scissors. Remember: rock beats scissors, scissors beat paper, paper beats rock. Players will move from opponent to opponent at their own pace. When a winner is decided in each match, the loser becomes the winner's biggest fan. The biggest fans follow the person that beat

them, chanting and cheering for them as they face different opponents. As the winner keeps winning, they continue to move on to the next winner. If a player loses at any time, they, and all of their fans, become the biggest fan of the person that beat them. The Champion is the last competitor who has not lost a Farkle to anyone. This game can take a short time or a long time so be prepared to play a few of these and move on.

Grade Level Modifications

- Jr Klub: Make an event out of this game. This age group may not know the game as well, so you can start out by having one or two matches going on at a time, having all of the other students pick a person to cheer for. This will definitely take longer to facilitate, but Jr. Klub is all about the hype!
- Sr Klub: Hype! Hype! Hype! The kids will only have as much fun as you have with it.
- Intermediate: Have the kids use a unique handshake that they teach and do with each person they beat. Another modification is the Champion has immunity for their first loss of the next game.

Around the Horn Gym Game

Prep Time: 1 min.

Objective: To score more runs than the other team.

Materials Needed:

- 4 pins
- Gopher soccer ball or rubber ball

Supply Modifications

- Instead of using a Gopher soccer ball, you can use a rubber ball because rubber balls can be kicked farther and are harder to throw accurately.

Description: There will be two teams, one kicking while the other plays defense. Set up four pins in the shape of a square with one side of the square even with the line the kicking team kicks from. One player from the kicking team will step up to kick. When the pitcher on the defending team pitches the ball, the ball is kicked anywhere into the gym; there are no foul balls. The player who kicked the ball will run “around the horn” which is around the square formed by the four pins in a counter-clockwise direction. Meanwhile, the defense will try to knock all of the pins down with the ball before the kicker makes it to the last pin. The ball is the only way to knock down the pins, players cannot use any part of their body to knock down a pin. If the defense knocks down all of the pins before the runner makes it even to the last pin, the runner is out and no run is scored. If the runner passes the fourth cone before all of the pins are knocked down, the kicking team gets one run. The kicking team and defense switch every 5 outs.

Grade Level Modifications

- Jr Klub: Lessen the number of pins to run around. Be prepared to point this age group around the pins and tell them where to throw the ball. Also, give the kids

- the option of throwing or rolling the ball out instead of kicking a pitched ball. This will cause the ball to spread out better as the younger kids may not have developed the ability to kick a ball rolled at them, while others their age have.
- Sr Klub: This game works well with this age group. Using a rubber ball instead of a Gopher ball should add a challenge to the game.
 - Intermediate: You can make the square of pins larger. Also, instead of kicking a pitched ball, you can have the offense throw an object like a rubber chicken or a Frisbee.

Lightning
Gym Game

Prep Time: 10 sec.

Objective: To be the last player in the game.

Materials Needed:

- 3 basketball goals
- 3 basketballs

Supply Modifications

- If possible, the goals can be raised in order to make the game more challenging, but keep in mind the ability levels of all of your kids.

Description: This game requires three basketball goals. All players begin in a line facing the goals being used. The first three players in line will have a ball to begin with. The game starts when the first player in line shoots. The second player may then shoot, trying to make it in the first basket before the player in front makes their ball. The third player in line may shoot only after the player in front of him/her. Each player shoots at a goal until they make the ball into that goal. When a player makes the first basket, they then shoot for the second basket, then the third. Once the player makes the third goal, they roll the ball back to the front of the line where they started. The next player in line then shoots at the first goal, trying to catch up to the player who was in front of them in line. A player is out when the player behind them makes a shot in the same goal before they make their own ball. Once a player is out, they roll the ball back into line and sit on the wall to cheer the other players on. Players are not allowed to hit, bump, or kick another player's ball for any reason. Once the line dwindles to 10 players, the line moves to where the front of the line faces the middle goal, standing on the free-throw line. From this point on, the players only shoot at this middle goal before passing it to the person next in line. Also, only 2 balls are used during this portion of the game. The game ends when there is only one person who did not get out.

Grade Level Modifications

- Jr Klub: This is not a game for this age group, as most of this group cannot throw a basketball high enough to reach the goal. You can try using Gopher balls instead of basketballs, but keep in mind the ability level of your kids.
- Sr Klub: This game works well with these kids, but you can change it up by using all or a combination of other types of balls instead of just basketballs.

- Intermediate: Between goals, have different dribbling or ball-handling stations, such as weaving through cones or dribbling while walking backwards.

King of the Court Gym Game

Prep Time: 1 min.

Objective: To be the last player in the court area without having your ball knocked out of the court area.

Materials Needed:

- 1 basketball per player
- 4 Cones

Supply Modifications

- Instead of using basketballs, you can use soccer balls. Players must then maintain control of their own ball with their feet and attempt to kick other players' balls out of the boundaries.
- Also, you can have the students dribble tennis balls (basketball or soccer style).
- Gopher balls work with this game, also. This will minimize children getting hurt by a stray ball being kicked.
- Balloons

Description: Each player will begin with a basketball in a square designated by cones. Each player must keep dribbling their own basketball while trying to knock other players' balls out of the boundaries of the square area. A player is out when their ball travels out of the square for any reason. Players may only knock others' balls away with their hands, nobody is allowed to kick a ball. In order for the game to engage the kids for longer, you can allow players who get out back in after performing 10 jumping jacks or crunches or some other type of short exercise. The winner is the player that is in the square area by him/herself.

Grade Level Modifications

- Jr Klub: Make the space within the boundaries big. This group will more than likely have to leave their ball in order to knock others' balls out and then return to their own ball. As players get out, you can move the cones in to lessen the space. The soccer style of this game will be more appropriate for this group, as most of them will not be able to maintain the basketball dribble.
- Sr Klub: This group's ability levels will vary greatly in these skills. To minimize the ability range, you can make players dribble while staying on their knees, or one knee must be on the ground at all times.
- Intermediate: Add rules to this game like you can only use one hand to dribble and attempt to knock others' balls away. The other hand must stay behind your back. Another change would be to have all players wear flag belts. Then a player can be considered out if their ball gets knocked away or their flag gets pulled by another player.

Ball Tag
Gym Game

Prep Time: 30 sec.

Objective: To tag all of the players from the other team with the ball when on offense.

Materials Needed:

- Pennies or jerseys
- 1 or 2 Gopher balls
- Designated area (court lines or using cones)

Supply Modifications

- You can use rubber balls or rubber animals instead of Gopher balls.

Description: There are two teams in this game. All players are confined to a square designated by cones or lines on the basketball court in the gym. There should be enough room in the square for all players to have a little room to run, but not too much (maybe $\frac{1}{4}$ of the basketball court). The game will begin with a jump ball between 2 evenly matched players from each team. The team who gains possession of the ball off of the tipped jump ball will begin the game as offense. The offense will try to pass the ball in the air to other teammates in order to tag members of the defensive team. Once tagged, members of the defense are out and will wait for the next game or an Energizer. When on offense, a player who catches the ball may not move until they pass the ball to another teammate. Defensive players may not intentionally deflect or intercept the ball at any point. If the offense drops the ball for any reason (i.e. bad pass, dropped ball, unintentional deflection by defense), then the offense becomes the defense and the defense takes the ball to become the offense. Begin the game with 1 ball, but throw in another one in if the game is slow. If one ball is dropped, both balls go to the defense; or you can try to play where either ball is independent of the other, but give the kids more space because this will be much more difficult.

Grade Level Modifications

- Jr Klub: This game may be difficult for this age group because they struggle with catching, throwing, and spatial awareness. Use softer foam balls because they are lighter and do not travel as fast.
- Sr Klub: You can change the size of the court as the numbers for each team lessen, or even move to another area, such as the mid-court circle of the gym.
- Intermediate: Try sectioning off portions of the gym so that players in that portion cannot go to another portion until they have eliminated all of the opposing players in their area. Give each area a ball to begin with. Winners of one area may move to an adjacent area after eliminating their opponents in their original area. You can choose to keep two balls in that area or only allow the original ball for that area to stay in play.

Power Basketball
Gym Game

Prep Time: 30 sec.

Objective: To score more baskets than the other team.

Materials Needed:

- Basketball
- 2 Basketball Goals
- Flag belts

Supply Modifications

- You can use Gopher balls, rubber balls, or rubber animals instead of basketballs.

Description: There are two teams. Each team begins with 5 players on the court while the rest of the team waits in line on the side of the court. All players are wearing a flag belt. The game is played like basketball with a twist. If a player's flag is pulled while they are in possession of the ball, they are out and must go to the end of their team's line. Also, the ball goes to the other team. The team will play on with one less player on the court. Once a basket is made, the next person in line may come onto the court as long as the number on the court per team does not exceed 5. If a group of 5 players is on the court together for 3 minutes, stop the game, send those 5 players to the end of their line, bring the next 5 in line onto the court and resume play as normal. The winner is the team who scores more goals than the other.

Grade Level Modifications

- Jr Klub: Basketball is beyond most of this group's skill level, but you can use this same game format with soccer.
- Sr Klub: You can use up to 8 players from each team on the court at a time if you have too many kids waiting in line. Also, you can make two different games if you have enough goals in the gym.
- Intermediate: Make a rule that every player on the court has to touch the ball before someone on the team can take a shot.

Cinco Hoops
Gym Game

Prep Time: 30 sec.

Objective: To score more points than the other team.

Materials Needed:

- 2 Basketballs
- 2 Basketball goals

Supply Modifications

- You can use rubber balls instead of basketballs.

Description: This game is played as a cross between basketball and ultimate Frisbee. The game begins with one person on each team starting with a basketball. Anytime a player gets the ball, they may only take 5 dribbles before they have to shoot or pass the ball. The only way to advance the ball up the court is by passing it. When a player dribbles, they may only move sideways or backwards, not toward the opposing team's goal. The ball is turned over to the other team if a basket is scored or the defense steals a pass.

Grade Level Modifications

- Jr Klub: Try using the rubber balls. Instead of dribbling, allow this group to just walk 5 steps before passing the ball.
- Sr Klub: You can have two different games going on at the same time if you have enough basketballs goals in the gym.
- Intermediate: Limit this group to 3 dribbles. Also, try letting them pass the ball off of the wall. They will probably have fun with this.

Giants, Wizards, and Dwarfs
Gym Game

Prep Time: None

Objective: To recruit the other team's players to your team by tagging them.

Materials Needed:

- None

Supply Modifications

- None

Description: This game is a modification of Rock, Paper, Scissors. All players are separated into two teams. Each team will begin the game in a huddle on their side to decide whether they will be Giants, Wizards, or Dwarfs. They will approach the middle of the gym. When the teams are about 3 feet apart, they will face the wall, backs facing the other team and standing in a line parallel to the other team. On the count of 3, both teams will turn around and act out the Giant, the Wizard, or the Dwarf that was decided on in the huddle. For Giants, the team will stand on their toes and raise their hands above their head and roar. For Wizards, the team will bend their knees and wave their fingers like their casting a spell on the other team. For Dwarfs, the team will squat down. The Giant beats the Dwarf because Giants crush Dwarfs, the Wizard beats the Giant because it casts a spell the Giant, and Dwarfs beat Wizards because the Wizard's spell goes right over the head of the Dwarf. Once the teams act out their chosen role, the losing team tries to run back to their safe zone or back wall as the winning team chases them. If any of the losing team gets tagged before they reach the safe zone, they become a member of the other team, and both teams return to their huddle to choose their next role. If both teams present the same role, the teams simply go back to the huddle to choose a role. The game is over if one team recruits all of the players from the other team.

Grade Level Modifications

- Jr Klub: This game is perfect for this group.

- Sr Klub: For this group, choose an initial role and a backup role in each huddle. The initial role is presented first. If there is a draw, then everyone turns back around and shows the backup role after another 3 count, rather than going back to the huddle again. If there is a draw twice, then go back to the huddle.
- Intermediate: This game can be played by this group, but should not be used often as they may feel it is too childish. You can change the roles in order to suit this age group's interests. Also, have all players wear flag belts. If their flag is pulled, then they go to the other team.

Move the Mountain

Gym Game

Prep Time: 1 min.

Objective: To score more points than the other team by forcing the Omni ball over their line.

Materials Needed:

- Omni ball
- Gopher balls

Supply Modifications

Description: Two teams will stand along parallel lines about 15 feet apart. The Omni ball will be placed in the middle of the gym between the two teams. The Gopher balls are divided evenly between the two teams. When the game starts, players from both teams will throw Gopher balls at the Omni ball in order to push it over the other team's line. Players may not cross their line into the middle, and the Omni ball may only be moved by thrown Gopher balls. No player is allowed to touch the Omni ball. Ball monkeys from each team will retrieve balls stuck in the middle of the gym. Ball monkeys are not allowed to block or deflect any Gopher balls from hitting the Omni ball and cannot touch the Omni ball with any part of their body. When one team scores, the Omni ball is placed back in the middle in order for both teams to try to score more points.

Grade Level Modifications

- Jr Klub: Most of these kids will not be able to move the Omni ball by throwing another ball at it. You can use a beach ball instead of the Omni ball to give these kids more success.
 - Sr Klub: If you call "Switch!" then both teams have to immediately switch sides and continue playing on their new side. Another way to play would be to make 4 teams and create a square.
 - Intermediate: This can be played where players from each team do not have to stay behind a line, but instead run freely to defend a line on a far end of the gym. You may want to use more than one Omni ball to maximize participation.
-

Island Hopping
Gym Game

Prep Time: 30 sec.

Objective: To be the last player in the game by safely reaching a hoop before the countdown.

Materials Needed:

- Hula Hoops
- Music

Supply Modifications

- None

Description: All players will choose a place to start the game throughout the gym. When the music starts, the players will “swim” through free space. Stop the music and countdown from 3. When you reach 0, anyone who does not have two feet safely inside a hula hoop is out and goes to the Energizer wall. Feet can be touching the hula hoop but not the floor outside of the hula hoop. If a player steps out of the hula hoop before you restart the music, they are out. Players are allowed to help players stay in the hoop by holding them, but no one is allowed to push someone out of the hoop. As you start and stop the music, the numbers of players will lessen. Take hula hoops out in order to keep the game competitive. Once there is one hula hoop left, and all the players in are capable of standing in the hula hoop, the person eliminated is the last one to reach the hoop. If you call Energizer, be sure to replace the hula hoops you have taken out.

Grade Level Modifications

- Jr Klub: Leave enough hoops for everyone to fit into, but eliminate the last person to safely reach a hoop after the countdown. This group is not as good with spatial awareness, so try to promote spatial awareness (the awareness of the body in relation to others). Also, you can replace “swimming” with dancing, or allow both. Always encourage the kids to dance in free space – it promotes creative movement!
- Sr Klub: Encourage this group to dance too! Instead of the winner being the player to reach the hula hoop first, have the last two players have an old-fashioned sprinting race from one end of the court to mid-court. The first player to reach the counselor with their hands out wins. This will eliminate the likelihood of a dead sprint collision.
- Intermediate: This game is not used often with this group. Try letting the kids choose a partner. If either partner gets out, both are out. This will add a teammate factor which the kids will have to develop a strategy of either splitting up or staying together and helping each other.

Grenade
Gym Game

Prep Time: 10 sec.

Objective: To be the last person in the game.

Materials Needed:

- 1 Gopher Ball
- Music

Supply Modifications

- None

Description: All players will begin the game by standing in a circle around a counselor in the middle of the gym. The game starts by everyone walking counter-clockwise with the music. When the music stops, the counselor in the middle tosses the ball straight up in the air and simultaneously calls out a player's name. Everyone walks, not runs, toward the sides of the gym while the player whose name was called runs to the middle of the circle to catch the ball (it is ok if they do not catch it). Once the player called has control of the ball, the counselor yells "Freeze!" Everyone stops where they are. The player with the ball may take up to 3 steps, then roll the ball toward a frozen player. No one is allowed to move for any reason, especially in order to dodge the ball. If any frozen player is hit by the ball, they are out and go to the Energizer wall. Once a player is hit or the ball comes to a complete stop, everyone comes back to the circle. They walk to the music again and a different player is called to catch the ball.

Grade Level Modifications

- Jr Klub: Keep this game moving in order to maintain interest. The higher you throw the ball, the more time kids have to walk away from the center.
- Sr Klub: Let these kids travel in other ways besides walking, except running. Tell them how they have to move each round when they are in the circle, but before the music starts. You can change the size of the ball in order to change the difficulty level.
- Intermediate: Instead of calling out a random player to catch the ball, throw the ball in a random direction and the person who gains control of it first is the one to roll the ball. This would work well outside and add difficulty when rolling.

Army, Navy, Air Force
Gym Game

Prep Time: 10 sec.

Objective: To stay in the game by not being tagged while running to the open corner of the gym.

Materials Needed:

- Pennies

Supply Modifications

- None

Description: There will be 3 taggers with the rest of the players divided into three teams, the Army, the Navy, and the Air Force. Taggers will start in the middle of the gym and the three teams will be grouped in a corner of the gym with the rest of their team, leaving one corner open. A counselor will facilitate the game by calling one of the teams (i.e. “Army!”). The team that is called must take off running for the open corner of the gym. Taggers will try to tag players from the running team. If a player is tagged before reaching the safety of the open corner, they go to the Energizer wall until Energizer is called or the next game starts. When everyone on that team is safe or out, taggers return to the middle, and the counselor calls any of the teams to take off running for the new open corner. If an entire team is out, you will have to designate which open corner the called teams are supposed to run to.

Grade Level Modifications

- Jr Klub: Let the taggers return to the middle before calling the next team.
- Sr Klub: You do not have to wait for the taggers to reach the middle of the gym every time, but recognize when they could use the break.
- Intermediate: This game is not used often with this group, but you can try having the players wear flag belts to add difficulty for the taggers. Let the kids secretly choose a commander as a group. If the commander gets tagged, then the entire team is out. This will cause the kids to create a strategy of protection and/or deception in order to win the game.

Corners

Gym Game

Prep Time: 10 sec.

Objective: To remain in the game by not being in the area that gets called out.

Materials Needed:

- Big Foam Dice (1)
- Music

Supply Modifications

- None

Description: Designate areas of the gym, corners are numbered 1 – 4, the mid-court circle of the gym is number 5, and the free space that is not in the corner or mid-court circle of the gym is number 6. Players will begin the game spread out throughout the gym. When the music starts, players dance around until the music stops. Do not allow players to chaotically sprint through the gym as it will inevitably end in a collision. Once the music stops, a counselor will loudly count down from 3. Players must choose one of the numbered areas to run to, but must freeze wherever they are at the end of the countdown. As the counselor counts down, they will throw the die. Whichever number is face up

when the die stops is the area that is out, meaning that anyone who is frozen in that area is out and goes to the Energizer wall.

Grade Level Modifications

- Jr Klub: Use Energizers often to maintain interest.
- Sr Klub: This group will get bored with this game quickly, but one thing you can do is have freetime equipment (balls, hula hoops, etc) out for the kids to play with while the music is on. When the music stops, everyone must run to an area.
- Intermediate: This game is not appropriate for this group.

Meteor Shower

Gym Game

Prep Time: 2 min.

Objective: To score more balls than the other team by throwing balls behind their wall of mats.

Materials Needed:

- Mats
- Gopher Balls
- Flag Belts

Supply Modifications

- You can use other types of soft balls along with Gopher balls.
- If your gym has an open stage on one of the far ends, you can put the mats in opposite corners of the gym and use cones to mark the midline.

Description: Stand 2 or 3 mats together against the wall closing off a semi-circular section. Place all the Gopher balls on the midline between the two teams that start the game by touching their back wall or against their goal (if in the corner). All players must wear a flag belt. When the game starts, the two teams run to the middle to retrieve balls. A player scores a goal for his team when they get a ball to touch the floor inside the other team's goal (the closed off section between the wall and the mats). Once a ball is scored, it cannot be taken out of the goal. A player can score from either side of the midline, but if they cross over into the other team's side they can have their flag pulled and have to go to the other team's jail. Players can only have one ball at a time and are not allowed to kick the ball into the goal. If a player holds onto a ball for a long period of time, tell them they have 5 seconds to get rid of it and count down aloud for them. If they do not get rid of it in time, the ball goes to the other team. This tends to happen as the number of balls dwindles. Also, defenders can deflect balls from their goal by swatting them or throwing another ball at the ball in the air. After all of the balls have been scored, count the number of balls in each goal. The team that has fewer balls in their goal wins that round.

Grade Level Modifications

- Jr Klub: Allow players to tag the players that cross into their area instead of using flag belts. Instead of going to the other team's jail when a player is tagged, they

- must drop the ball if they have one and return to their side. Once they return to their side, they are back in the game and able to try to score again. Designate players to be on defense and guard the goal by tagging opposing players; otherwise, this group will pick up a ball and run straight past each other, causing the game to last no more than a minute.
- Sr Klub: Encourage this group to use their teammates and create scoring opportunities by passing the ball before they have their flag pulled. This is perfectly legal, as long as their flag has not been pulled. Players have to drop the ball where they are if they are tagged, no exceptions. Players can be saved from jail by their teammates as long as the rescuer does not get their flag pulled on the way to save their teammate.
 - Intermediate: Allow 1 or 2 defenders to be inside the goal to swat away balls, depending on the size of the goals. Make sure they do not remove balls from the goal that hit the ground. When a player is in jail, allow players from their team to save them by coming to get them without having their own flag pulled.

Dr. Mash
Gym Game

Prep Time: 2 min.

Objective: To eliminate all players from the other team.

Materials Needed:

- Bean Bags
- 2 Scooters
- 2 Pillow Polo Bats

Supply Modifications

- If you do not have pillow polo bats, you can use any other kind of “stick”. Swim noodles are a good substitution.

Description: Players will be divided into two teams and start out on the back wall. All bean bags are placed on the mid-line that divides the two teams’ sides. No player is allowed to cross the mid-line for any reason. When the game starts, teams will run from their back wall to the mid-line to collect bean bags for their team. Players will try to get opposing players out by sliding a bean bag across the floor and hitting them below the ankle. Players are not allowed to throw bean bags, meaning they should release the bean bag from their hand below their waist. If a player is hit with a bean bag below the ankle by an opposing player, they sit down right where they got hit. Dr. Mash is a player designated before the game starts that can save players from their team. Dr. Mash must be sitting on the scooter at all times. When a player is out and sitting where they got hit, Dr. Mash may scoot over to them and tap them with the pillow polo bat. When the player is tapped by Dr. Mash, they may get up and begin playing again. A player who is out cannot hold or slide bean bags while they are sitting. If Dr. Mash is hit by a bean bag 3 times, Dr. Mash is out and no one on that team can be saved for the remainder of the game. At that point, the game continues and anyone who is or gets out goes to the wall until the next game.

Grade Level Modifications

- Jr Klub: Depending on the group of children, you may use Gopher balls along with bean bags, but they must still roll the balls. The temptation to throw a Gopher ball at someone is big, so use the bean bags if your kids are capable of sliding them well, which they should be.
- Sr Klub: Make 4 teams and divide the gym into 4 rectangles in order to add difficulty.
- Intermediate: Add pins at the back of each team's section and make the object of the game to knock down all of the pins or eliminate all opposing players, whichever comes first. As the number of players dwindles, allow the mid-line to shift so that players can go farther into the other team's territory so they have a better chance of eliminating opposing players. These are perfect times for Energizers.

Ball Drop or Terminator
Gym Game

Prep Time: 30 sec.

Objective: To stay in the game by not getting tagged.

Materials Needed:

- Gopher balls
- Jerseys or Pennies
- Cones (boundaries of jails or between teams)
- Music

Supply Modifications

- You can use mats as jails, instead of coned off areas.

Description: There will be 4 teams in each corner of the gym. All of the Gopher balls will start out in the center of the gym. No one will be allowed to touch a ball to start out with. When the game begins, players will begin to pick up the balls. They then run with one ball at a time trying not to be tagged by someone who does not have a ball. If they are tagged they must go to that team's jail (stand on their mat). You can only save a teammate from jail if you hand them a ball. If a counselor stops the music and calls out "Ball Drop!", everyone with a ball has to drop it. They may not kick or hit the ball, they have to drop it. They must then run to make it back to their original corner as a counselor will be called out as the Terminator ("Terminator Miss Kelly!") and they will try to tag as many kids as possible before they make it back to their respective corners. If they get tagged, they must start the next round in the Terminator's jail on the side of the gym. Same rules apply to getting teammates out of this jail. The balls will begin the next round where they were dropped, but no one can start the round with a ball. Each round, a new Terminator is called and they try to tag anyone not on their own team. You can use Energizers for this game.

Grade Level Modifications

- Jr Klub: Try using two teams. The music is important to this group, because stopping the music and calling out a cue allows the kids to hear a stop and a start signal. You may also want to use the same person as the terminator each round to avoid confusion.
- Sr Klub: This game is set up for this age level. Try changing it to add some variety. You can use flag belts or increase the number of terminators.
- Intermediate: Let the kids be terminators after they have played the game a couple of times.

4 Corners Fireball Gym Game

Prep Time: 1 min.

Objective: To score more goals than the other three teams.

Materials Needed:

- 4 Mats
- 2 Gopher Balls
- Jerseys

Supply Modifications

- You can use cones instead of mats.

Description: The kids will split up into 4 separate teams. There will be 4 mats set up in the four corners of the gym. This game is played similar to ultimate football, but a kickball is used instead of a football and mats are used for the touchdowns. The kids will pass the kickball back and forth and try to score on the mats. If you do not have the ball in your hands then you are free to run all over the gym. But if you do have possession of the ball then you cannot move. You need to try to find a teammate to pass the ball to. The way you score is if you catch the ball while standing on a mat. The kids will be able to score on any of the 4 mats. The team with the most touchdowns at the end of the game wins.

Grade Level Modifications

- Jr Klub: This game may be too difficult for this age group due to their capabilities.
- Sr Klub: You can also use two teams with bigger end zones if the kids do not understand, at first. After playing a couple of times, you can introduce the game with 4 teams.
- Intermediate: This game works well with this group. You may want to make rules about how many people have to touch the ball before a team can score if certain kids are hogging the ball.

Home Run Derby Gym Game

Objective: To score more runs than the other team.

Materials Needed:

- All mats
- One medium sized Gopher ball
- Bat

Description:

The four mats are stacked parallel to the baseline about midway between the free throw line and the baseline. Fourth graders bat from the yellow line under the basket, third graders bat from the free throw line, and second graders bat about two feet above the three-point line. Each kids gets three outs; any hit that does not result in a home run is considered an out.

Guardian Gym Game

Objective: To knock down the pins the people are guarding.

Materials Needed:

- Eight bowling pins
- Gopher balls
- Beanbags

Description:

Eight bowling pins set up going down the middle of the gym spaced out. Eight kids are the guardians over the pins, when the pin gets knocked over the person who knocked the pin over switches and now becomes the guardian. All the other kids are split up and can slide bean bags or throw gopher balls at the pins from the yellow volleyball line. The kids cannot cross the yellow lines. Two Counselors or kids will be in the alley throwing the bean bags and gopher balls outside the alley so play can continue.

Attack Gym Game

Objective: To knock down the pins without being tagged.

Materials Needed:

- Four mats
- Four big pillows
- Gopher balls

- Beanbags
- Bowling pins
- Stopwatch

Description:

Similar to American Gladiators' "Assault," set up the mats upright at four separate locations throughout the court. The kids sit along the out of bounds line and wait their turn. The counselors are on the opposite side of the gym with the Gopher balls. On the counselor side, six bowling pins are set up. The beanbags are placed at each upright mat and pillow. The kids have to either knock down the bowling pins with the beanbags or reach the other side without getting hit by a Gopher ball on the foot. One counselor keeps time on each kid on the grease board.

Olympic Runner

Gym/Outside

Objective: To be the first team done running around course without getting caught.

Materials Needed:

- Four Cones
- Something for team to pass to one another

Description:

Cones are set up at each point where the volleyball lines intersect the three point lines. The kids are split into two teams and are placed inside of the rectangle and sit in a line as they wait their turn to run around the course.

Down the Drain

Gym Game

Objective: To sink the Gopher ball in the basket and have it fall through the net and into the basket created by the mats.

Materials Needed:

- Four mats
- Gopher balls
- All jerseys
- Scoreboard

Description:

Place two mats in a box formation under the basket on each side of the gym. The object of the game is to sink the Gopher ball in the basket and have it fall through the net and into the basket created by the mats. If the ball goes through the rim but fails to fall in the basket, there is no point scored. If tagged, you must dropkick the ball.

Stack Up
Gym/Outside

Objective: To score more points, by running around the bases, than the other team.

Materials Needed:

- Four Mats
- One Gopher Ball

Description:

Place one mat in each corner of the gym. Split the kids into two teams, one in the outfield and one that is kicking. The game is played like kick ball. The kid who kicks the ball runs to the first mat without being tagged by the Gopher ball.

Atlasphere
Gym

Objective: To have all eight cones on the opposite side of gym with a ball on top and to not have your flag be pulled.

Materials Needed:

- 16 short cones
- All Flags
- 24 Gopher Balls

Description: Place eight short cones randomly on both sides of the gym. Split into two teams and hand out flags. The Gopher balls are lined up on the half court line. Object of the game is to have all eight cones on the opposite side of the court or if you have a ball on top. Your flag can be pulled when you're on the other side of the court or if you have a ball in your hand.

Acknowledgements

Special Thanks to all Kids Klub Staff that helped put this book together! Thanks for all your ideas and hard work: Rickey Meza, Joshua Booker, Ben Gorman, Danya Kaspar, Misty Butler, Lauren Henry, Lissa Dunford, Raegan Carter Eric Aguirre, Liz Carlile, and Molly Veazey!

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